

GAMES

ELECTRONIC NIGHTMARE!

MEAN
MENACING
VIDEO VILLAINS

CAN YOU IDENTIFY THEM?

Answers, page 72

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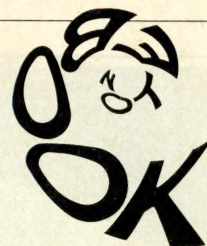
PAGE 19



PAGE 16



PAGE 22



PAGE 32

PAGE 50



FEATURES

- 16 You Can Walk Away Humming His Games** A Visit With Stephen Sondheim *Dick Schaap*
- 19 The Murder Game** A Photographic Whodunit *Stephen Sondheim*
- 22 Through the Looking Glass** Musical Squares With Alice, the Rabbit, and the White Queen *Walter Wick*
- 48 How to Be a Math Genius** ... Without an Electronic Calculator *Harry Lorayne*
- 50 Footnotes to American History** Call Our Bluff Pulls a Past One *Richard Shenkman*
- ?? Find the Fake Ad** Which of the Pitches Is Full of Hitches? *(Answer Drawer, page 71)*

PENCILWISE

- | | | |
|---------------------------------|---|------------------------------|
| 27 Jigsaw Words | 40 Score Five: Two-Player Strategy | 43 Ornery Crossword |
| 30 Crypto Lists | 41 Cryptic Crossword | 46 Objects of Wonder |
| 32 Wacky Wordies Return! | 42 Double-Crostic | ... and other pencil puzzles |

CONTESTS

- 14 Triple-Header I** The First of Three Special Contests: Bet you Can't Enter Just One
- ?? Hidden Contest** Make a New Year's Resolution to Find It
- 58 Contest Results** Sign-Ups Trouble and Record Breaker, from September

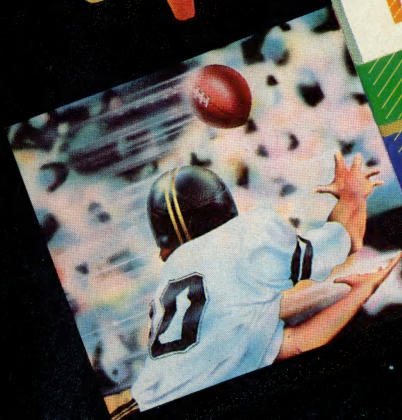
DEPARTMENTS

- | | | |
|--------------------------|--|---------------------------|
| 4 Your Move | 12 Maze: Three Stripes and You're Out | 56 Eyeball Benders |
| 6 Letters/Laundry | 52 Games & Books | 61 Wild Cards |
| 7 Events | 54 Strategy: Hex and Chess | 66 Answer Drawer |
| 9 Gamebits | | 72 Eureka |

Difficulty Rating Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk! ★★★ Mixed Bag ★★



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YOUR MOVE

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Sylvester tells lies on Wednesdays, Thursdays, and Fridays. He tells the truth on all other days. Alexander tells lies on Sundays, Mondays, and Tuesdays. He tells the truth on all other days. If they both say "Tomorrow is a lying day for me," what day of the week will tomorrow be?

Jim Muggli
Cold Spring, MN
Answer Drawer, page 72

Sanka Very Much ★

Pour yourself a nice hot cup of tea and see if you can figure this out in your head before it (the tea) gets cold. If decaffeinated coffee is 97 percent caffeine free, how many cups of it would you need to get the same amount of caffeine that's in one cup of regular coffee? No milk or sugar, please.

Thomas Moore
Manassas, VA
Answer Drawer, page 72

Solitaire Dominoes ★★

This strategic solitaire game will make you glad you were clever enough to save that old set of dominoes you were thinking of throwing out with the Ouija board. After making sure you have all 28 tiles, arrange the seven doubles in numerical order from top to bottom (see tableau, below left), then shuffle the remaining tiles face down as the stock. The object of the game is to complete a rectangular grid consisting of seven rows of four horizontal tiles each, in which the touching ends of all tiles match in number, as in the game of dominoes. Fill in the grid with tiles as you draw them from stock, one at a time. The fourth column (dotted

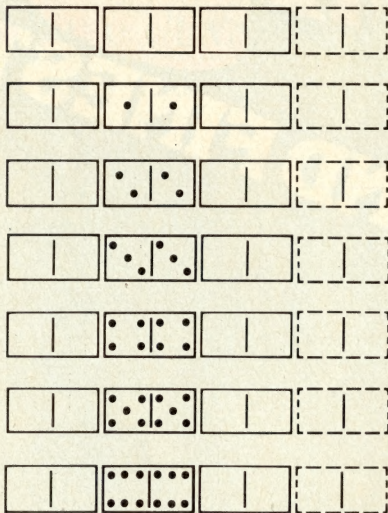
lines) may be begun at any time, and may be on either side of the original tableau.

Suppose your first draw is the four-two. You must now choose one of four places to put it: either at the right or the left of the double-four with the fours touching, or at the right or the left of the double-two with the twos touching. Choose carefully, for a tile once placed cannot be moved.

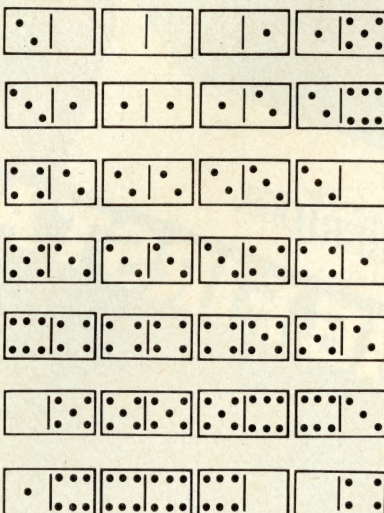
This game is not as easy as it looks. As a warm-up exercise, and to get a feel for the strategy, turn the stock tiles face up and try to complete the grid by selecting tiles openly. One possible arrangement is shown at right, below.

David Mezzera
Vallejo, CA

Starting Tableau



Sample Game



Can any reader come up with a proof of how many different arrangements (not counting mirrors) are possible given the starting tableau and following the rules given above?—Ed.

Your Move is an occasional column of comments and original puzzles by readers. We pay \$15 and up for each item published. Manuscripts may be edited for clarity, and none can be returned unless accompanied by a stamped, self-addressed envelope.

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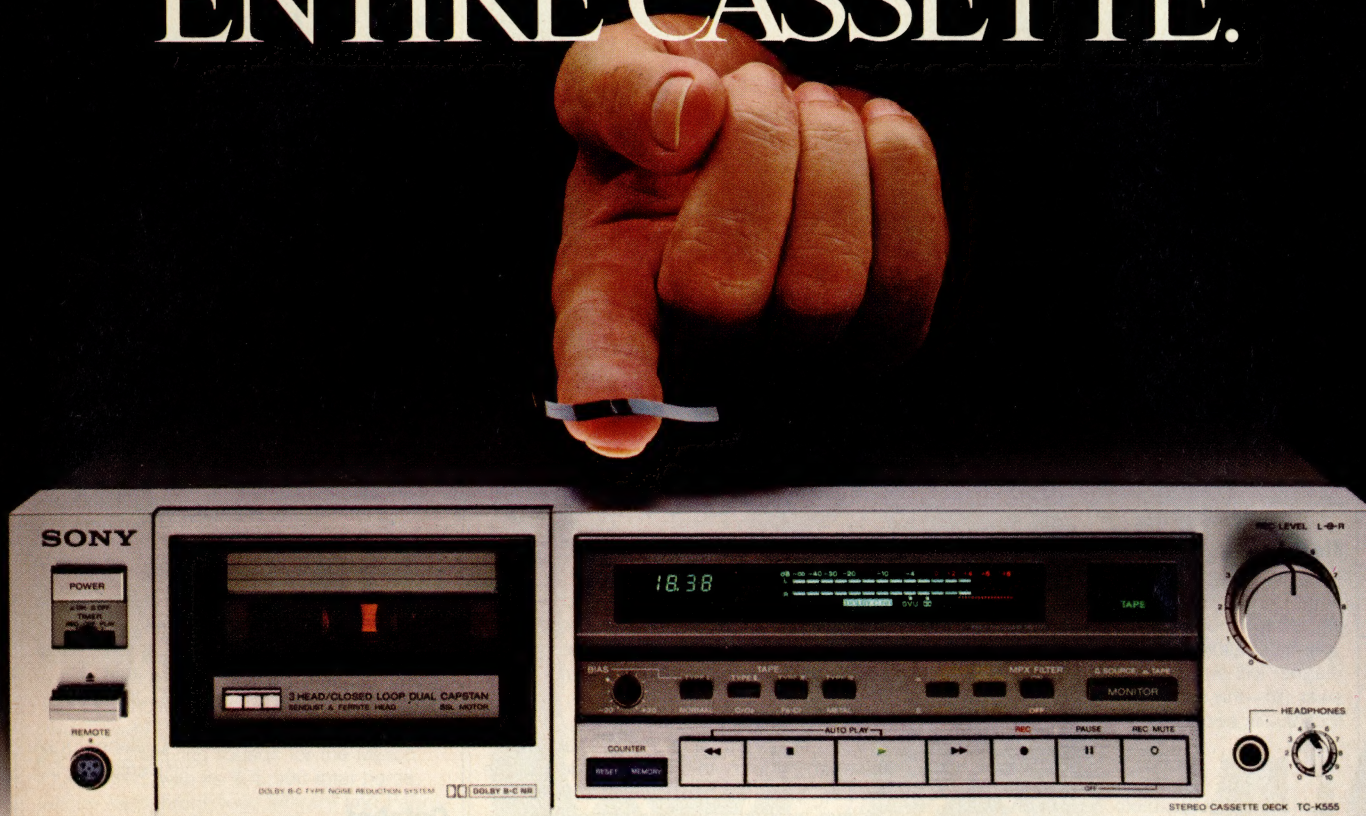
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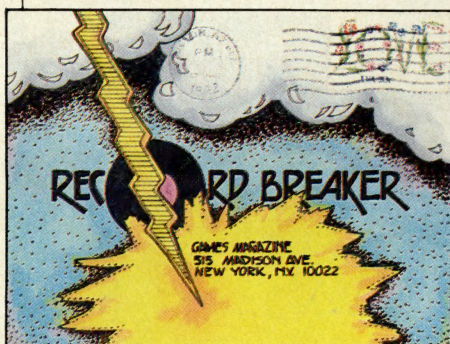
Racked Brain

My solution to the Scrabble question posed in your "Games 100" (November 1982, page 42) scores 106 points. I formed the word STARDOM using all the letters on the rack (50 points), and then placed it on the board to land on two double word squares (10 points x 2 x 2 = 40 points) while forming the word DOZED (16 points).

Jeffrey Kopinski
Pittsburgh, PA

Bingo! Yours is the best solution.—Ed.

Envelope of the Month



Sally Milo
Tucson, AZ

For the results of our Record Breaker contest, see page 58.—Ed.

Rethinking Physics

I take issue with the answer given to problem 1—"Magnet Car"—in "Thinking Physics" (September 1982, pages 42-43). From your illustration, it's clear that initially the magnet will pull the car toward it, so answer (b)—the car will move if there is no friction—is correct.

Bob Blumenfeld
St. Louis Park, MN

Your answer to problem 7, "Tough Nut," said that to loosen the nut, it should be heated. But heating would expand the nut and the screw, making the space between them smaller. The nut would then be impossible to remove.

B.L. Sleeth
Monrovia, CA

My guess for the number of coffee-drinking physicists who spotted the wrong answer to problem 8—"Cream It"—is 648. The correct answer is (c)—there will be no difference in how fast the coffee cools if you add cream immediately or wait till you're ready to drink it.

Harry Baldwin
San Diego, CA

We received so much mail on "Thinking Physics" (none of the 10 points escaped unscathed) that we asked one of the authors, Lewis C. Epstein, to respond. His explanations appear in the Answer Drawer, page 68.—Ed.

End of the Rhyme

I've got another twist to "Nursery Rhymes Made Easy" (Gamebits, November 1982, page 14). Pick a nursery rhyme such as "Little Boy Blue" and write down the last word in each line: horn, corn, sheep, asleep. Then make up your own poem using those words, for instance:

I learned to play the B-flat HORN;
The notes I made were purely CORN.
They sounded like an aging SHEEP
Snoring away when half ASLEEP.

Frances E. Holmes
Montpelier, VT

No Jive?

I was pleased to see our No Jive 3-in-1 Yo-Yo included in "The Games 100" (November), but surprised that it was erroneously described as laser-carved. Although we do have a laser-carved yo-yo, the basic No Jive Yo-Yo is precision handcrafted, but not laser-carved.

Tom Kuhn
Tom Kuhn Custom Yo-Yos
San Francisco, CA

LAUNDRY BASKET

If a reader finds a significant error of fact or a mistake that affects the play of a game, and if we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: November

★Here I sit, dejected by the NFL players' strike, and you try to tell me ("Riddle in the Middle," page 57, 52-Down) that Brad van Pelt is a quarterback. Fans of the New York Giants, and the whole state of Michigan, know he's a linebacker.

Ray Voss
Farmington Hills, MI

★In "Riddle in the Middle" (clue 108-Down), the answer for "College sports grp." is given as AAU. But the AAU is an organization for amateur athletics outside college. College athletics come under the NCAA.

Tom Godfrey
New York, NY

★*Je crois qu'il vous faut un leçon en français.* LEUR translates as "their" in English; SES translates as "his" or "her." In other words, you goofed on the World's Most Ordinary Crossword (page 61, hard clue 96-Across).

Allison Tempero
Lincoln, NE

My Fair Freddy

Here's a footnote to clue 55-Down, puzzle A, in Margaret Farrar's "Matchwit" crossword (September 1982, pages 54-55). Although many *My Fair Lady* fans like to think Eliza Dolittle and Henry Higgins eventually married, they didn't. She married Freddy Eynsford Hill. In an afterword to his play *Pygmalion*, on which *My Fair Lady* was based, George Bernard Shaw wrote: "Unless Freddy is biologically repulsive to her, and Higgins biologically attractive to a degree that overwhelms all her other instincts, she will if she marries either of them, marry Freddy. And that is just what Eliza did."

Robert Morgan
Edgewater, MD

Faked Out Again

Your Fake Ad ("Flashers," October 1982, page 64) was amusing—but not as far-fetched as you imagined!

Our product, "Electronic Bumper Sticker," is mounted inside the rear window of a car and can be programmed from the front seat to instantly deliver your message to that tailgating turkey behind you.

So the laugh's on you—although I must agree, it's a great idea.

David Weisbart
One-Up, Inc.
Santa Ana, CA

★Mary O'Hara did indeed write *My Friend Flicka* ("Animal Instincts," page 67). In the sequel to that book, Flicka bears a foal, which would be very hard to do if she were a stallion, as you call her.

Pam Geppert
Pocahontas, IL

★Your answer to question #6 of "Aria Ready for This?" (Wild Cards, page 82) has Faust being saved by angels. But in the final scene of the opera, it is Marguerite who ascends to heaven, while Faust, accompanied by Mephistopheles, descends to the nether world.

Collene Jones
Canistota, SD

October

★Those of us who cherish the great *Goon Show* goon, Spike Milligan, wonder who on earth is Spike Milligan ("Boo!" page 31, 50-Down).

Judy Bagai
North Hollywood, CA

★Mozart's "Coronation" Mass is not K. 427 (Wild Cards, page 65), but K. 317. K. 427 belongs to the "Great" Mass in C-minor. The Mass K. 317 was composed in 1779-80, when Mozart was about 28. Your formula would make him about 22½. The C-minor Mass (K. 427) was composed in 1783, when Mozart was 32; your formula would make him only 27.

Martha Nakai
San Antonio, TX

Other readers also gave examples proving that the formula we gave for determining Mozart's age when he wrote a given composition is not entirely sound.—Ed.

EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request.

Backgammon January offers two major tournaments:

- The North American Championships, January 10-16 at Nassau, the Bahamas, with \$12,500 in prize money, and Lewis de Yonge (the noted player and author) as tournament director.

- The Barclay Cooke Cup Tournament, January 28, in Cambridge, MA.

For information on either tournament, contact: Francesca Parkinson, New England Backgammon Club, Box 366, North Falmouth, MA 02556, or call (617) 563-5787.

Bridge The American Contract Bridge League offers several tournaments this month: Tampa, FL (3-9); Anaheim, CA (4-9); Newton, MA (7-9); Port Chester, NY (12-16); Albuquerque, NM (18-23); Seattle, WA (18-23); Jackson, MS (25-30); Southampton, Bermuda (29-February 5). Contact: ACBL, 2200 Democrat Road, Box 161192, Memphis, TN 38116, or call (901) 332-5586.

Jump Rope The home of jump rope pros for many years has been Bloomer, Wisconsin, and the 1983 annual competition will be held there January 29. Contact: David Landgraf, Bloomer Junior High School, U.S. Highway 53, Bloomer, WI 54724, or call (715) 568-1025.

Map Dash The St. Valentine's Day Massacre, a paper chase with clues and charts, celebrates its 20th anniversary. This year's play-by-mail course is New York to San Francisco via Oshkosh. Entries are due February 14. Contact: The Massacre, Box 53, La Canada, CA 91011.

National Nothing Day Once again it's time to do absolutely nothing on January 16, a nonholiday originated by newspaperman Harold Coffin in 1972.

Pente Qualifying rounds for the March tournament, with its \$25,000 total purse, will be held throughout January and February in Marriott Hotels in 19 cities. The victors in the qualifiers will win all-expense-paid trips to the finals. For more information, contact: Pente, (405) 624-2910.

Rodeo The top 15 cowboys, chosen through year-long competitions, battle for the championship and for a \$64,000 total purse January 13-16 in the International Finals, in Tulsa, Oklahoma. Contact: International Rodeo Association, Box 615, Pauls Valley, OK 73075, or call (405) 238-6488.

Highland Games The clans are gathering in Orlando, Florida, on January 15 for the Sixth Annual Scottish Games. Contact: OHSG, Box 2948, Orlando, FL 32802.

Sled-Dog Racing The Alpo International Sled-Dog Racing Championship, in Saranac Lake, New York, is set for January 28-30. In this grueling three-day event, more than 100 mushers will compete for \$30,000. Contact: Saranac Lake Chamber of Commerce, 30 Main St., Saranac Lake, NY 12983, or call (518) 891-1990.

83 Pente

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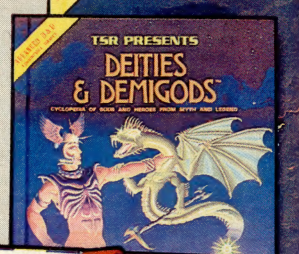
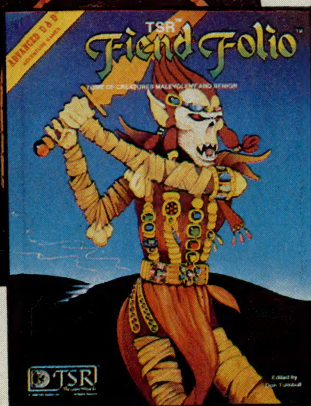
To qualify, players can compete in more than 20 preliminary tournaments held throughout the country during January and February. Each qualifying champion will win an expense paid trip for two to the finals at the new Boston Long Wharf Marriott overlooking historic Boston Harbor.



For more information on local qualifying events write:

Tournament, Pente® Games, Inc.
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GAMEBITS

Edited by Curtis Slepian

Loser Buys the Pizza

A large-scale mugging took place recently in New York's Central Park, and it was all perfectly legal.

It was a form of bodily mayhem called Renaissance Football, a sport that was introduced in Florence, Italy, in 1530, when the soldiers of that besieged city, to show their defiant spirit, held a game of *calcio in livrea* (football in livery) in full view of the enemy. Until it was discontinued in the 18th century, the sport had become part of a yearly festival commemorating that event. It was revived in 1930.



The Chicago team poses in full regalia.

The Central Park version, staged last fall by liqueur producers Amaretto di Saronno, brought together teams from New York, Chicago, and San Francisco to compete for the right to challenge the Tuscan champs next year in Italy. Although the teams removed their colorful period shirts and

plumed caps before play began, they left on their striped pantaloons. Nearby, touch footballers watched but did not dare snicker—most members of the four Renaissance teams were burly rugby players who looked as if they could run through brick walls.

Because Renaissance Football combines the roughest elements of American football, soccer, and rugby, the players have to be tough. The object of this 40-man donnybrook is to carry, throw, or kick a soccer ball into the opposing team's goal. The opposition tries to stop this by any means possible. As enunciated by one player, the strategy is simple: "You see how much you can get away with." Which usually includes tackling, punching, clawing, kicking, and spitting. Spectators groaned and winced as players made bruising dashes over, around, and through piles of tangled bodies.

"It's rugby without rules, it's crazy," marveled a player on the sidelines. Actually, the game does have a few rules, but even those were too much for one battered loser, who moaned, "Last year they didn't have *any* rules. It was a lot more animalistic, a lot more fun."

The championship game, between teams from San Francisco and New York, was decided in typical Renaissance Football fashion. A member of New York's Old Blue team broke through and scored the winning goal while half a dozen players from both teams were engaged in a fist fight elsewhere on the field.

The contest over, some players could carry out the *real* game plan,

which, as one said with anticipation, was "slugging down beers until I lose command of the English language."

—C.S.

Crab Meet

The Rose Bowl and the Orange Bowl aren't the only bowls with tradition. Every Labor Day weekend since 1947, Crisfield, Maryland, has held the Crab Bowl, a celebration of that tiny tidewater town's main industry.



The Crab Bowl doesn't receive national TV coverage like its more prestigious cousins, but it does have its very own kick-off parade, complete with marching bands, floats, and a local beauty queen, Miss Crustacean. She proudly presides over such activities as a crab-picking contest, in which local packing-house workers compete to pick the most meat from the shell, and a crab-trap-making contest.

But the real highlight of the festivities is the Hard Crab Derby. In this highly competitive race, hard-shell crabs, identified by numbers painted on their backs, are lined up on a 15-foot-long slanted wooden track. When the starting gun sounds, they clumsily crawl and claw their way to the finish line, urged on by their owners and cheered by packed grandstands.

These critters may look like fish out of water, but in 1977 that Secretariat of crabs, Diamond Pete from Delaware, dashed the distance in just four seconds. This year, Compromise outscuttled 200 fellow competitors to earn the title King Crab. His name will be enshrined in the Crab Hall of Fame, along with Mrs. Paul's, Git-Up-'n-Go, White Lightning, and other immortals.

The owner of the speediest crab receives a trophy. And what reward does the crab get? Says one local participant, "He don't get et."

—Joanne Morici



Scholars ponder: Did Leonardo da Vinci play Renaissance Football?

PHOTOGRAPHS BY ANGELO GIAMPICCOLO

ILLUSTRATION BY DAVID HERBICK

Building the Zanier Mousetrap

Rube Goldberg would have heartily approved of Philip Garner's inventions. An artist who lives in Hollywood, Garner has created a series of demented products that spoof American consumerism, including a combination spoon and wrench ("it reminds you not to bolt your meal"); an electric plug-in flashlight; a desk made out of a car dashboard; and a sneaker with personalized sole designs that leave messages when you run. The inspiration for these works, writes a tongue-in-type-writer Garner, is "to improve, to solve, to simplify, to unencumber." Here, from *Philip Garner's Better Living Catalog* (\$6.95, Delilah Books), are some items no one can do without.

—C.S.

Cap for Two



High-Heel Skates

Shower-in-a-Can



Chevro lounge

Digital Diet Loafers



Pac-Man's Day in Court

Have you played Atari today? If you're a Federal judge, the answer just may be yes.

In 1981 a United States District Court in Illinois was asked by Atari and Midway for an injunction against sales of North American Philips's game K.C. Munchkin on the grounds that it was too similar to Midway's Pac-Man, for which Atari was granted sole license to produce a home video version. The judge denied the request, and in so doing showed a formidable knowledge of the fine points of Pac-Man. We quote from his opinion: "K.C. Munchkin has munchers which are much 'spookier' than the goblins in Pac-Man. Their legs are longer and move more dramatically; their eyes are vacant." He went on to describe several differences in the play of the games, including the fact that the dots in K.C. Munchkin not only move but speed up. "The last dot is most diffi-

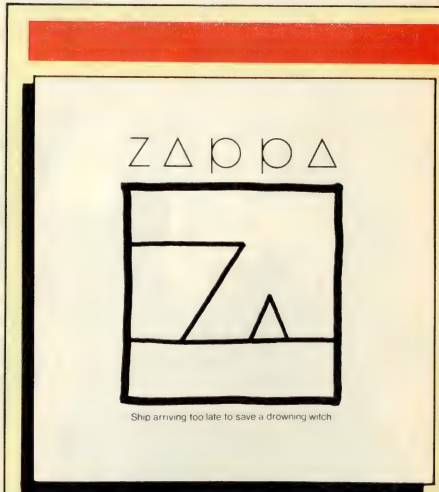
cult to catch," he wrote. "It cannot be caught by overtaking it; it must be munched by strategy." Notes on that strategy were absent.

The ruling was overturned by the U.S. Court of Appeals, whose judges were equally adept at video game arcanas. K.C.'s scenario, the Court ruled, was so close to that of Pac-Man as to be an infringement: "The expression of the central figure as 'gobbler' and the pursuit figures as 'ghost monsters' distinguishes Pac-Man from conceptually similar maze-chase game[s] . . . The [maze-chase] game as such . . . does not dictate the use of 'gobbler' and 'ghost monsters.'"

Perhaps feeling the matter lacked the significance of, say, *Marbury v. Madison*, the U.S. Supreme Court late last year denied Philips's petition to review the case, thus upholding the appellate verdict.

Whether you agree with the judges or not, their expertise as game critics is beyond dispute. We wonder what they might think of the new K.C.'s Krazy Chase cartridge, a maze game

that adds a few new wrinkles. And would they consider writing game reviews for this magazine? —P.M.W.



Which came first, the doodle or the ditty? Roger Price's doodle, "Ship Arriving Too Late to Save a Drowning Witch," inspired Frank Zappa's latest album of the same name, not to mention the rocker's antipollution tune, "Drowning Witch." Why did he choose it? Simply because, says Zappa, "It cracked me up."

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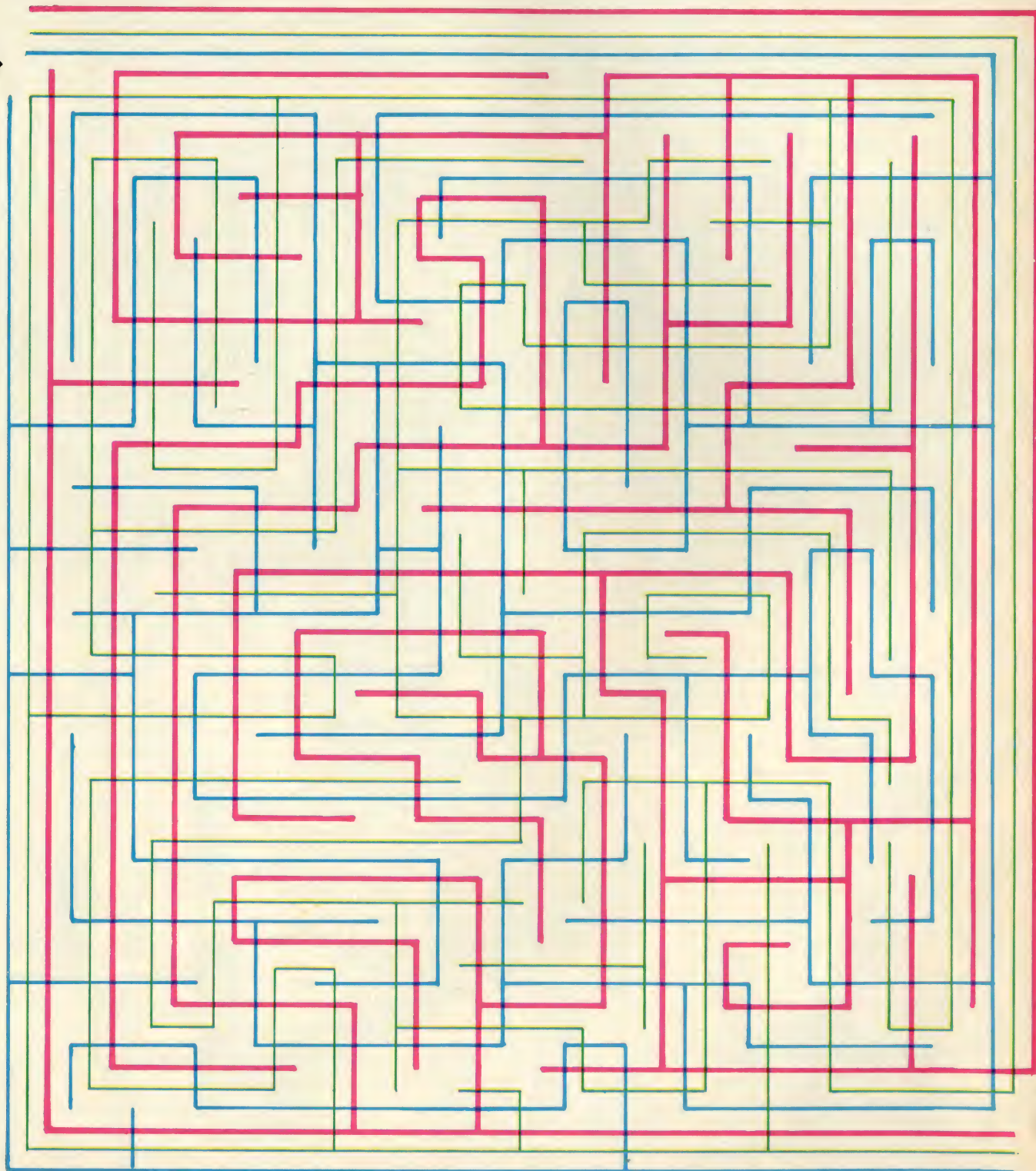
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You won't be out of the woods until you've solved this maze in triplicate: once for the thick red walls, once for the medium blue walls, and once for the narrow green walls. Sorry, no pen-

cils allowed. This maze is to be solved by eye only. If you start seeing double—er, triple—you're on the right track.

Answer Drawer, page 69



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GAMES CONTEST★

This is the first of three related contests, the other two coming up in our next two issues. Each contest has its own prizes and will be judged separately. In addition, the three contests together make up a cumulative supercontest, with an overall grand prize for the contestant with the best combined score in all three (ties to be broken by random drawing). Each individual contest closes on the last day of the month on that issue's cover. Since the winners of the first contest will not be known at the closing date for entering the third, there's nothing to discourage you from entering all three. A contestant who has entered but not won the first or second contest may still emerge as the overall grand prize winner.

Grand Prize:
Triple Header I
A ColecoVision Video Game
System with a Donkey Kong
cartridge

5 Runner-Up Prizes
A GAMES T-shirt

**Overall
Grand Prize**
A JVC Vidstar
Stereo VCR

TRIPLE HEADER I: THE SQUARE

The object of the first contest in our Triple Header is to collect sets of cards by landing on them as you move through the maze below. Points are earned for collecting cards of the same rank (number), cards in numerical sequence, and cards that match the suit in a corner symbol you have landed on. (See Scoring, right.) The order in which you land on spaces does not affect your score (although it must be included with your entry); all that matters is the identities of the cards you collect. The entry with the highest score is the winner. Ties will be broken by random drawing.

Moving through the maze Start on any of the 56 spaces in the maze and on a sheet of paper write down the card or suit symbol on that space. Next, move to a new space by counting exactly five spaces in any direction from

your starting space. Write down the identity of the card that is in your new space (ignoring those in the four spaces you passed over in reaching it). Continue moving five spaces at a time and writing down the card or symbol in each space you stop on until you have stopped on 12 spaces and written down a total of 12 cards or symbols (including your starting space).

You may move in any direction and turn as desired at intersections. You may not pass over the same space more than once during any move; but after you come to a stopping point, your next move may be in any direction, even if it retraces all or part of a previous move. In counting five spaces, each counted space must be adjacent to the space just left. Diagonal moves are not permitted, and you may never enter or cross the blue areas.

Scoring Score the set of 12 spaces you have landed on as follows:

	Points
• Each 2 of a kind (2 cards of equal rank <i>but different suits</i>)	5
• Each 3 of a kind (3 cards of equal rank <i>but different suits</i>)	11
• Each 4 of a kind (4 cards of equal rank <i>but different suits</i>)	18
• Each card in your longest run (3 or more cards in sequence, such as A-2-3 or 10-J-Q-K; aces count either high or low; suits may be mixed)	3
• Corner suit symbols: For each different card whose suit matches a corner space you have also landed on	2

A card scored in any rank set (2-, 3-, or 4-of-a-kind) may not also be scored in another rank set. But a card scored in a rank set may also be scored in a run, as well as counting in a suit symbol score.

Example Suppose you decide to start at the two of hearts in the lower left. The following route is then possible:

♥ 2, ♥ A, ♣ 3, ♠ 4, ♣ K, ♥ 3, ♠ 3, ♣ 3, ♠ A, ♦ 2, ♠ 4

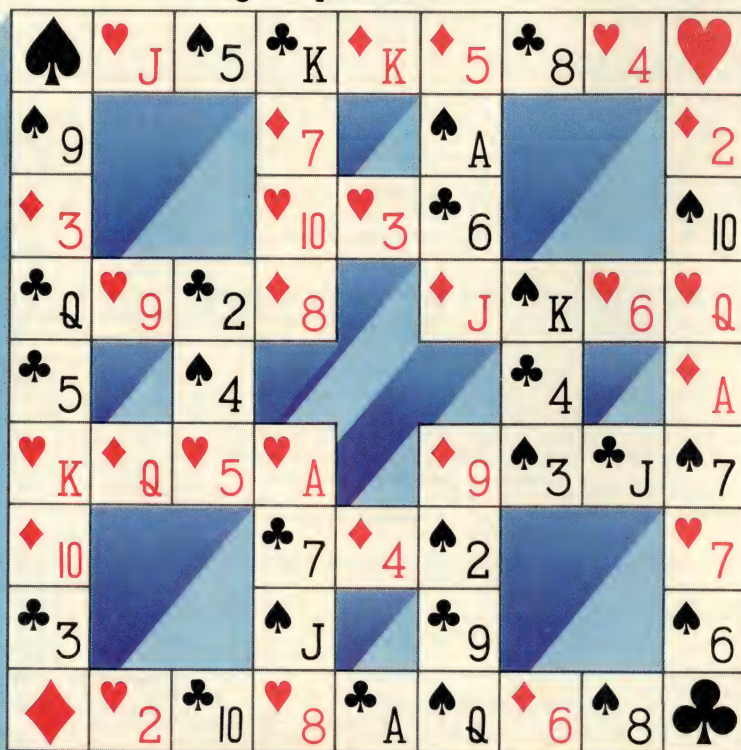
This set is worth a total of 39 points, determined as follows:

2 of a kind (♥ 2, ♦ 2)	5
2 of a kind (♥ A, ♠ A)	5
3 of a kind (♣ 3, ♥ 3, ♠ 3)	11
Run of 4 (A-2-3-4)	12
Club symbol (♣, ♣ 3, ♣ K, ♣ 4)	6
	<hr/> 39

How to enter On a postcard or sheet of paper, write your name and address, the 12 spaces landed on (in the order in which you landed on them), and your total score. If you send your entry in an envelope, you must write your total score on the back. You may enter more than once, but each entry must be mailed separately. —R.W.S.

Mail your entry to: Triple Header I, GAMES Magazine, 515 Madison Ave., New York, NY 10022. Entries must be received by January 31, 1983.

Travel around the maze, collecting sets of cards that score as high as possible.



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ACTUAL SIZE:



 **PARKER BROTHERS**

YOU CAN WALK OUT OF THIS MAGAZINE HUMMING HIS GAMES

by Dick Schaap

If anyone ever writes a musical comedy based on *GAMES* Magazine, it will, of course, be Stephen Sondheim. He will invent lyrics that only an eyeball bender could sing. He will compose tunes that catch the rhythm of a cryptogram. He will, in other words, and clever words, turn *GAMES* into art, and art into a game. Which is, basically, what Sondheim has been doing for most of his 52 years.

Stephen Sondheim is the composer and lyricist who has dazzled Broadway for a quarter of a century with such uncommon commodities as wit, taste, and intelligence. He wrote the lyrics, for instance, for *West Side Story* and for *Gypsy*, and he wrote both music and lyrics for *A Funny Thing Happened on the Way to the Forum*, *Company*, *Follies*, *A Little Night Music*, *Sweeney Todd*, and a handful of less memorable shows. Gang wars? Sensual slaves? A razor-wielding, love-sick murderer? You name the area, and Stephen Sondheim will provide the fitting aria.

It takes a game man to face the Broadway critics so often, and Sondheim is both that and a gamesman. His royalties have earned him a regal townhouse on the East Side of Manhattan, and he has decorated his bachelor home precisely according to Hoyle (actually, the layout is according to Wooster—Peter Wooster, the decorator)—in games, games, and more games, some hanging, some standing, games of skill and games of chance, puzzling games and boring games, games

(Continued on page 18)

(Right) Sondheim at the piano: "It's impossible to get an uncontrived portrait of anyone sitting at a piano."



1



2



5



6



8



FROM SONDHEIM'S FUN HOUSE

To the game lover, Stephen Sondheim's home is a treasure trove—full of games that are fun to play, games that are fun to watch, and games that are simply beautiful to look at. Pictured here and on page 20 are 13 of his objets de jeux.

1 *Jeu Fin de Siècle* (End of the Century Game), a variation on the traditional Game of Goose, published in France around 1892. Children playing it learned important dates in literature, chemistry, physics, medicine, and the "beaux arts."

2 French rebus plate, manufactured in Paris about 1810. Answer unknown.

3 "Aunt Sally" carnival targets from England, circa World War I. The hinged heads of these mock German figures could be knocked backward with a well-aimed throw.

4 The Musical Game, published in Edinburgh in 1801, taught children how to compose music through play. Unfortunately, the game came with a daunting 66 pages of instructions.

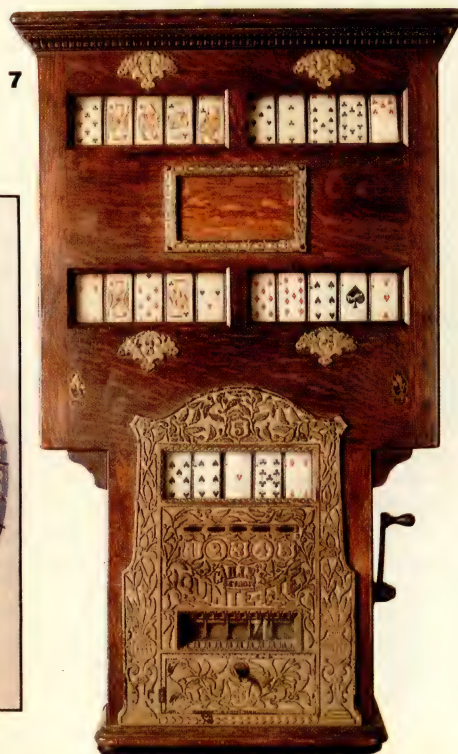
5 Berrocal's bronze puzzle sculpture *David* (1966), one of nine signed and numbered copies, which Sondheim purchased long before the artist's current acclaim. The bronze weighs 50 pounds and disassembles into 22 pieces.

6 Antique skittles game, manufactured in Paris. The object is to spin a top and knock over as many pins as possible. The pins in the rear score the most points.

7 A 19th-century gambling machine—just a nickel a play.

8 Spiral marble roll. Four tracks lead from the top of the hill to the bottom.

9 Hand-carved game spinner, with the names of seven racehorses on the spokes.



"I LOVE PUZZLES BECAUSE THEY HAVE A SOLUTION. THAT'S WHAT A LYRIC IS."

that belong in a penny arcade, and, most of all, games that belong in a museum—board games, primarily 19th-century board games.

Sondheim knows his turf as well as an earlier, fictional gamekeeper knew Lady Chatterley's lips. "These are variations," Sondheim says, pointing to one wall of his living room, "of a game from, I believe, the 16th century—the Game of the Goose. It's essentially a spiral path in which players move their men around to get to the center. It's a game of penalties and also a put-and-take game. Many of these games are educational; for instance, in this one the path you follow contains the major inventions and events of the 19th century. Then this one follows a general history of the world to get to the center. In the Panorama of London, each square is a place in London, and Kings and Queens traces the history of British royalty." The games are handsomely framed, magnificently presented, chosen more for their style, Sondheim says, than their substance.

How did he get started collecting games? "I didn't particularly like painting and sculpture," Sondheim says, "and at the beginning I couldn't afford them anyway. I bought some of these games for five or ten dollars. Actually, the first one I got was from a girl who gave me a house present, a framed game called The New and Fashionable Game of the Jew." Sondheim smiles wryly. "It's educational, too. It teaches anti-Semitism."

Sondheim has been hooked on games since childhood. The first one he can remember playing is Sorry, which turned him quickly into a board-game addict. One summer, he and his best friend played a different board game every day, and by the fall, consumed by rules and strategy, he had invented his own board game, which, with youthful enthusiasm, he submitted to Parker Brothers.

"They sent me a form letter," Sondheim recalls, "saying that there was nothing fresh or new about the game, and therefore thank you for sending it, but we can't use it. Not too long after that, someone came out with a game called Park and Shop that utilized my principles, and I was sure they had taken it from me. But since game-inventing was not going to be my profession, I calmed down."

Sondheim's zest for both games and musical theater was nurtured by an expert in both, Oscar Hammerstein II, who

wrote the lyrics for such classics as *Show Boat* and *South Pacific*. When Sondheim was in his teens he lived near Hammerstein in Pennsylvania, became friendly with the lyricist's son, and, through him, got to know the father. "He used to do the Puns and Anagrams puzzles in *The New York Times*," Sondheim says. "He introduced me to them when I was about 14. I submitted one, and they sent it back saying, 'We're very impressed, it's very perspicacious,' which was a word I had to look up."

Sondheim began developing his perspicacious musical talent while a student at the George School, a Quaker school in Pennsylvania. He wrote a musical about the school, entitled, appropriately, *By George*, in his own mind a work of genius, fit for Broadway. He sent a copy of the show to Hammerstein and asked him for an objective professional assessment. Hammerstein summoned Sondheim to his house and told him, "It's the worst thing I've ever read in my life, and if you want to know why, I'll tell you."

"That afternoon, I learned what songwriting was all about," Sondheim says. "How to structure a song like a one-act play, how essential simplicity is, how every word counts, and, above all, the importance of content, of saying what you, not other songwriters, feel. At the end of that afternoon I had a better education in musical theater than ninety per cent of songwriters get in a lifetime."

If, thanks to Hammerstein, Sondheim understood the musical theater, he also understood anagrams—thrived on them, in fact. Late in the 1960s, after he had already established himself as a force in the theater, he established himself as a force in puzzles, devising a series of crosswords that appeared weekly, strongly, in *New York Magazine*. The puzzles were not the kind then commonly found in American publications, the kind Sondheim said sent you "either to Webster's *New International* or to sleep." They were, rather, modeled upon puzzles favored in Great Britain, puzzles with cryptic clues. The pleasures of solving this type of puzzle, Sondheim wrote in an introduction to a collection of his crosswords that has since become a classic, "are the deeply satisfactory ones of following and matching a devious mind (that of the puzzle's author) rather than the transitory ones of an encyclopedic memory. To call the composer of a crossword an author may seem to be dignifying a gnat, but clues in a 'British' crossword have many characteristics of a

literary manner: Cleverness, humor, even a pseudo-aphoristic grace."

Sondheim's puzzles graced *New York* for roughly a year—though devotees will swear, nostalgically, that they followed them faithfully for several years—and he put 10 to 20 man-hours into each one, a remarkably swift pace, given their complexity. But this schedule did not leave much time or energy for writing lyrics and composing music, and in the late 1960s Sondheim realized that as much fun as they were, nifty puns—Clue: Letter from the Cockney underworld; Answer: Ell—were not so profitable as long runs on Broadway. So he plunged back into the musical theater, and for three straight years, from 1971 through 1973, won Antoinette Perry Awards for the best words and the best music on Broadway, tributes to *Company*, *Follies*, and *A Little Night Music*.

Though deep in awards and adulation, Sondheim still played games. He saw the connection between his profession and his passion. "My head is all about order," he once said. "I love puzzles because they have a solution. I love rules. That's what a lyric is. Set up the rules, and see what you can do with it." Another time, Sondheim said, "The whole idea of art is bringing order out of chaos. It's the organization of material, and that really is what making a puzzle is." He calls lyric-writing "an elegant form of puzzle," and he says that only rarely, with puzzles or lyrics, is there "a 'Eureka!' aspect." Fitting together a lyric, he suggests, is like fitting together a double-croscic, involving sweat and painstaking work as much as inspiration.

In the 1970s, one of Sondheim's games inspired at least one movie, maybe two. The game was a murder game, which Sondheim had invented several years earlier for a friend, the actress Phyllis Newman. She had been appearing in Cincinnati in a show called *Pleasures and Palaces*, and when the show closed Sondheim went backstage and said, "Don't be depressed. What can I do for you?"

"You can throw me a party when I get back to New York," Newman suggested, "and make it a game party. Invent a game."

"And I did," Sondheim says. "The problem with most murder games is you have nothing to do except maybe giggle around in the dark, but in this one you have a task to perform, and before you perform the task you may be killed. All the people in the game are potential victims except one, who is the murderer and gets points for the number of people he kills. The second level of the game is proving who the murderer is, through a whole set of clues you are sent out to

(Continued on page 20)

THE MURDER GAME ***

Stephen Sondheim invites you to play detective at his house.

It's midnight when Stephen Sondheim announces to you and nine other guests that a murder is about to take place—a game of murder, that is.

Sondheim removes the ace to 10 of hearts from a deck of cards. He shuffles the 10 cards to insure random distribution, places them face down on a table, and asks each guest to select one. He then gives each of you an envelope with a number that matches your card. As it happens, number 1 goes to composer/conductor Leonard Bernstein, number 2 to actress Phyllis Newman, 3 to actor Tony Perkins, 4 to playwright Peter Shaffer, 5 to his brother, playwright Tony Shaffer, 6 to actress Lee Remick, 7 to you, 8 to choreographer Jerome Robbins, 9 to Mary Ann Madden, the *New York Magazine* contest editor, and 10 to actor Roddy McDowall.* Sondheim instructs each of you to sign your envelope before opening it.

Nine envelopes contain slips of paper directing the player to a different part of Sondheim's darkened house, where a photographic clue has been placed. You are each to bring your clue back to the "safe" room, both to establish your innocence and to help deduce the identity of the murderer.

The other envelope contains a different message: "You are the murderer. Go to the den. In the top right-hand drawer of the desk, you will find a gun. Take it and use it." The designated killer looks around nervously, trying to appear calm.

At the same time, you open your envelope and read, "Go to the dining room. Somewhere in the fireplace you will find a clue. Quickly bring the clue back to the safe room, carrying it openly in your hand." You follow the instructions and return without encountering the killer.

In the third-floor bathroom, Phyllis Newman isn't so lucky. Just as she finds her photo, she hears the sound of a gun and the words, "Too bad, Phyllis, you're dead." Newman falls to the floor, where she'll remain until summoned later in the game. The killer picks up Newman's photo clue and hurries toward a sound in the game room. There the killer neatly dispatches Lee Remick, and, using the same M.O., bumps off Peter Shaffer in the upstairs bedroom, retrieving each one's photo. Satisfied with three victims, the killer ditches the gun and two photos, and calmly walks downstairs carrying one photo in hand. Soon it's clear that three people won't be returning, and the survivors collect the players who have been killed.

Now the second part of the game begins. The photos returned by the surviving players are laid out on the table, each photo with the envelope of the person who returned it. The survivors, the victims, and even the killer must now study the photos for clues that will conclusively prove the identity of the killer. Can you figure out who it is?

Answer Drawer, next issue



*All of your fellow players have, in fact, played the game over the years.

(Continued from page 18)

find. Even the people who get killed can participate in the second half of the game, so that nobody is out of the game for very long. The first part is kind of scary, but the second part is a lot of fun." (A sample game is presented in detail on page 19.)

During one memorable session of Sondheim's murder game, one of the players was the actor Tony Perkins, who a couple of years earlier had terrified movie audiences with his portrayal of the lunatic killer in *Psycho*. Perkins, by coincidence, drew the role of the murderer in Sondheim's game. Another play-

er that day was Peter Shaffer, the British playwright, who got instructions to search for a clue in a bathroom. As Shaffer was groping under the sink for the concealed photographic clue, he looked up and, in the mirror, saw Tony Perkins staring down at him. "Sorry," said Perkins mildly, "I'm afraid I have to kill you."

Not long afterward, Shaffer's brother Tony played Sondheim's game, and sparked in part by it, wrote *Sleuth*, a diabolical murder mystery. Perkins and Sondheim teamed up to write their own murder movie, *The Last of Sheila*, elegantly conceived if not as commercially

successful as *Sleuth*. Both movies were proof that art does imitate games.

Sondheim and Perkins were logical collaborators, drawn together by their mutual addiction to games. They both loved to play silly charades based on outrageous puns, and in the 1960s they even devised a giant treasure hunt that was played throughout New York City. "We had things like you had to go to a certain bowling alley and knock down 10 pins, and behind one pin was the next clue," Sondheim says. "We had four teams of five people each, and we sent each team out in a limousine." One of the stops was a Manhattan apartment where a kindly old woman served tea and cakes to the visiting hunters. "If you ate the cakes," Sondheim remembers, "you destroyed the clue. It was written in the icing—part of it on each of the five cakes the old lady served."

(Top) Oriental race game—name, date, and rules unknown. (Middle) Animated disk. The rotating platter, viewed through a slot, shows a continuous-run movie of a horse jumping through a hoop and a boy somersaulting backward. (Right) Wooden figures for the game ninepins. The ball must strike them squarely with force or they just teeter without falling over. (Bottom) Mechanical croquet. When a ball drops in the hole beside the player, his arm moves back and putts the ball up the "green."



Sondheim has always done things with style—on stage and off. One of the gifts he likes to bestow upon friends is a game invented to suit the friend's personality or profession. He devised Producer for Hal Prince, the producer and director of many of Sondheim's hits. "The game is so accurate," Hal Prince says, "that if you can win at Steve's game, you can produce a successful show on Broadway. The only problem is that the game is so complex it takes almost as long to play as it does to produce a show."

For his friend, and collaborator on *West Side Story*, Leonard Bernstein, Sondheim composed The Great Conductor Hunt, a three-part game starting with Diploma, a race to acquire a music degree from Juilliard. Then the game gets more complex—and more pointed. In the second part, Itinerary, Sondheim says, "You chase the great conductor all over the world to get him to listen to your music." The final part is played on a Lucite maze, modeled on Lincoln Center's Avery Fisher Hall, in which the player attempts to confront the maestro. "You keep running into his friends, his secretaries, and his aides," Sondheim says, "all of whom block your way."

Time Magazine once ended a story about Steve Sondheim by saying: "Since Sondheim is obviously a happily possessed man, what might the letters of his name spell out in such a game [of anagrams]? *Voila!* 'His demon.'"

The ending in GAMES must be slightly more cryptic:

How famous composer,
lacking spirit, cheers himself up.
Answer: He pens hits.*

Dick Schaap cannot solve cryptic crosswords, but the gamesman in him coined the phrase "Fun City." The most recent of his many books is *Steinbrenner!*

*S-T-E-P-H-E-N S-O-N-D-H-E-I-M minus D-E-M-O-N (anagrammed).



Make your next move to Computer Chess.

If chess is your game, you owe it to yourself to check out Computer Chess from Mattel Electronics. Because Computer Chess combines all the features of a traditional chess set with the brains of a computer. But don't be fooled by the technology. Computer Chess was programmed by International Chess Master Julio Kaplan to play more like a real person than a machine.

It's portable, pocket sized and has no separate pieces to lose. So you can play a challenging game of chess anywhere. Either with yourself or with a partner. Both the chessboard and the pieces are represented by a large easy-to-read liquid crystal display.

The game's three playing modes provide a variety of game play for the newcomer as well as the experienced player. You can challenge the computer. Match your skills with another player. Or you can sit back and watch the computer challenge itself. And to improve your game, Computer Chess even lets you take back moves.

If you're thinking of buying a new chess game, make your next move to Mattel Electronics® Computer Chess. And you'll be sure to come out a winner.

MATEL ELECTRONICS®
COMPUTER CHESS

1



2



PHOTOGRAPHS BY WALTER WICK

The Looking Glass Game

Created by

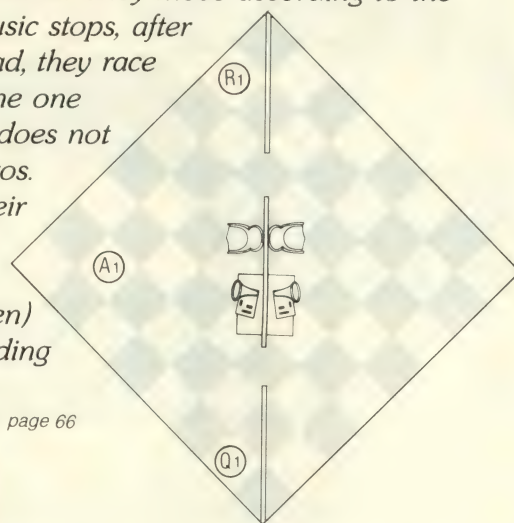
★★

Walter Wick

Alice, the Rabbit, and the White Queen are playing Musical Squares on an 8x8 board that is divided by a two-sided mirror. They move according to the rules below. When the music stops, after photo 7 on the next spread, they race to the Mystery Square—the one square on the board that does not appear in any of the photos.

Can you reconstruct their game by: 1. determining the positions of all three characters (seen and unseen) in every photo; and 2. finding the Mystery Square?

Answer Drawer, page 66



Rules of Movement Between photos, each figure moves in a straight line any number of squares, either vertically, horizontally, or diagonally. The figures may pass through the doorways but may not go through the mirrored wall. No figure may land on any of the six black squares that the mirror passes over, or where any of the three figures has previously landed.

When a figure is not seen in a photo it simply means that it is out of camera view, but its position can be determined by examining later photos.

Of course, any image contained within the wall area is a reflection, and anything seen through the doorways is "the real thing."

The players' positions in photo 1 are already noted in the floor plan above, by character initial and photo number. You may use it to record all subsequent moves. You may want to copy the floor plan on a separate sheet of paper for easy reference when you turn the page.

Dolls by Joan Steiner

(Photos continue on next page)



4



When Alice had stepped all the way through her drawing room mirror she found the Queen and the White Rabbit waiting for her there.

"How very strange it must be to live on the other side of the Looking Glass," she said, amazed at the chessboard room with huge mirrors. "Everything that was on the right is now on the left, and vice versa. I should think it would be very confusing to find your way from one side to the other."

"It's not so confusing if you know what to look for," said the Queen. "A mirror shows the reverse of what's already on your side, and a passageway gives you a glimpse of the other. Learn to combine the two and you'll get along just fine."

"Well, come, come!" shouted the White Rabbit, pulling out his pocket watch. "It's time to continue the game!"



6



5



Rabbit from the collection of Audrey Bershen, by permission of Julie: Artisans' Gallery, Inc.

7

Are you up to the challenge of Wizard of Wor and Gorf?

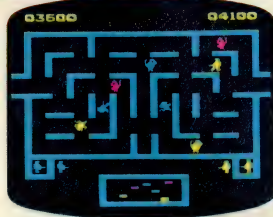


So you're hot stuff at video games? Joysticks melt in your hand? Don't let it go to your head. Try mastering Wizard of Wor and Gorf, the two Bally/Midway arcade hits you can now play at home. They're new from CBS Video Games.

Both are made for the Atari® Video Computer System™ and Sears® Video Arcade.™

WIZARD OF WOR

Dare you enter the Wizard's diabolic dungeon where doom lurks at every turn? Can you keep your composure as the Wizard's henchmen try eating you... ALIVE? Fight back. Use your radar screen.



Vaporize the Burwors. Chase the Worluk.



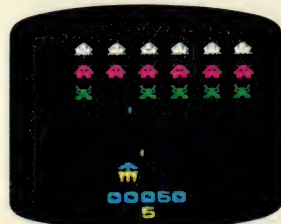
Until the Ultimate: The sometime-visible/sometime-invisible Wizard. Trust no one.

Wizard is designed so two may play at the same time. And since all's fair in Wor, even your best friend can zap you.

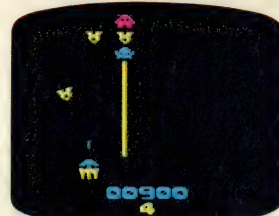
Now we don't want you to freak out totally, but if you're still up to the challenge, top the all-time, high score: 99,500 by Frank Merollo (10/82) and Buz Pryzby (8/82).

GORF

Can you hold up under the challenge of four different boards in one game? At nine different levels? Try and beat the high score of 32,700 by Horace Eckstrom (9/82). No sweat? Well, what if we told you each level was faster than the last? Next time you'll think before you speak. But now you must face:



Gorfian bombs.



Kamikaze crazies & Laser Ships.



Deadly Subquark Torpedoes.



And finally: The dreaded Neutron Flagship.

Gorf's not easy. There's only ONE vulnerable spot on the Flagship. But don't let a little neutronium bomb stop you from hitting it.



Now that you know what to expect, are you still up to the challenge of Wizard and Gorf?

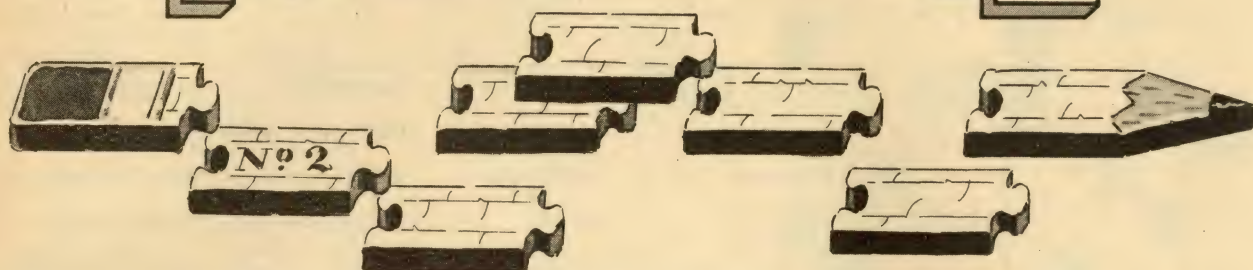
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CBS Video Games

Are you up to the challenge?

Edited by Will Shortz

PENCILWISE



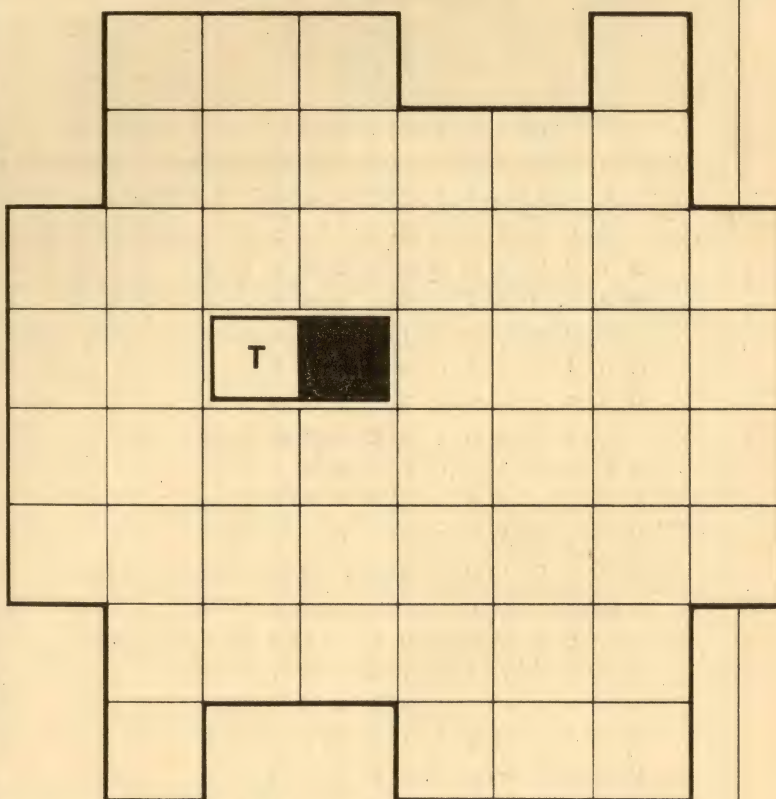
Jigsaw Words ★★

by Len Fellows

When the paired-letter tiles at the left, below, are correctly placed in the empty jigsaw grid, a total of 20 words will be spelled across and down—as in a crossword puzzle. All tiles must appear in the grid exactly as shown—that is, either vertically or horizontally. The order of the letters is unchanged.

Clues to the 20 words in the finished puzzle appear in random order at the bottom of the page. (The numbers in parentheses indicate the number of letters in each answer.) One tile has been inserted in the grid as a start. The T is the third letter of an across word.

Answer Drawer, page 70



CLUES

- Scout's flask (7)
- Attempt (3)
- Slender (4)
- Neither for nor against (7)
- Told falsehoods (4)
- Carney or Garfunkel (3)
- ____ Graffiti (8)
- Turn down (4)
- Some city trains (3)
- Letters after ems (3)
- Army officers (8)
- Surrealist Salvador (4)
- Yearly (6)
- Swordfight (4)
- Performance (3)
- U.S. ____ Corps (6)
- Diamonds, to thieves (3)
- Perfume unit (4)
- Three: Prefix (3)
- Payable, as bills (3)

A New Year's Word Search

We've popped the cork on the champagne bottle and poured the first glass of New Year's bubbly. Both the bottle and the glass are filled with the finest vintage words and phrases, all 44 of them having a New Year's Eve or New Year's Day fla-

vor. Circle the words and phrases in the grid as you find them. Each will read in a straight line horizontally, vertically, or diagonally. And when you're done, we'll toast to success—cheers!

Answer Drawer, page 68

S H O U
L D A U
L D A C Q U
A I D N T A
N C L E B E
F O O R G O
S R E X I M
T A H N T D
A N T E T V
R E T R E B
T R U O F U
S G O H N T
E G G N O G
H T N O C M
C I I N D S
R H R H O U
O L A D A U
S D A M C Q
O A I N P T

ASPIRIN	COCKTAILS	HANGOVER	PARTIES
AULD LANG SYNE	CONFETTI	HAPPY NEW YEAR	RATTLES
BABY NEW YEAR	COUNTDOWN	HORNS	RESOLUTIONS
BANQUETS	DANCING	HORS D'OEUVRES	RING IN THE NEW
BELLS	DRINKS	KISSING	RING OUT THE OLD
BICARBONATE OF SODA	EGGNOG	LIQUOR	ROSE PARADE
BOOZE	FATHER TIME	MIDNIGHT	SINGING
BOWL GAMES	FOOD	MIXERS	STREAMERS
"BUBBLY"	FOOTBALL	MUSIC	TIMES SQUARE
CELEBRATION	GOOD CHEER	NOISEMAKERS	TOASTS
CHAMPAGNE	GUY LOMBARDO'S ORCHESTRA	PARTY HATS	WHISTLES

NDCEYBAE C S F O
RGROLTANGD E T R
DL LABTOOFANY SNSLOFROSEPARADEAEUL
DLABNOGSYNEE YFDEEORATAULDOLASNDG
SYNUMEMWYDEARS BFRRLBOOARAUOLDOLAA
NGBOOZESLYNEGWE EEMITREHTAFLLLLTNAK
ACUPLOKINGDNNE SLSNTAYYETFUOCRA
URAEYWENYBABLD L LAKATSELTSIHW
NGSYUNETHLGM EA USTSRIHIONRA
REVOGNAHDONDEE DITAOORGWI
WOSHYOULOAHAPS PNP
EYUANDUDSASFEM SNEW
NYEQAACRSEEEVEI ANDA
EPROIHHSICGPED ROHU
HSNIELOTONNECN TA
TOEEENRUEIIGOI EP
NHRTYANTMUSICG RP
IHRSPTSEEMS AKH AY
GYODUFINEIDTT UN
NSTOHOEAMNKS AW QE
IIWSTREAMERS IE SW
RNRSTOKUALLT LH SY
EGPUZEZLVESYSO EE
UINIRIP SARMEET DMAU
RNISNBANQUETSG THEIRNEW
YGEAREDITHRSUD YADOSFOETANOBRACIB

Can You Beat It? ★

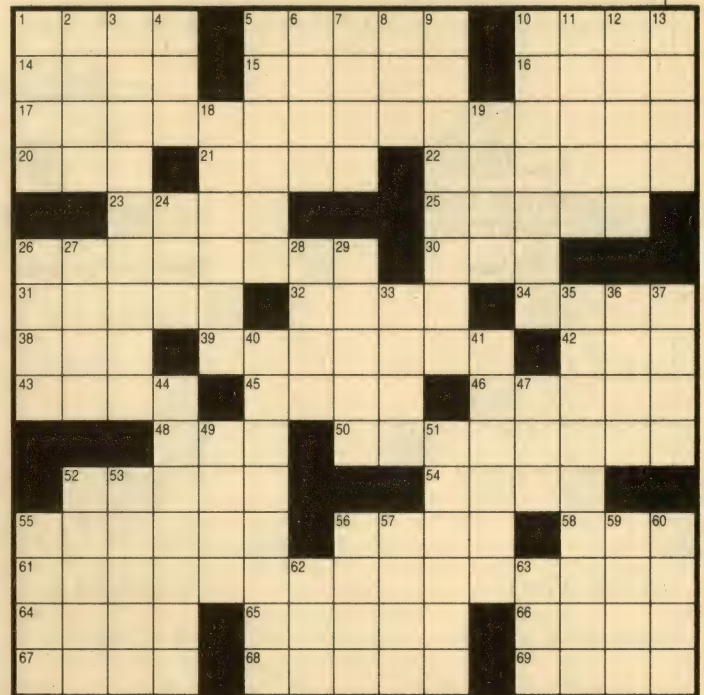
by James and Phyllis Barrick

ACROSS

- 1 "There she is, _____ America . . ."
 5 Wait with _____ breath
 10 Eve's mate
 14 Poker stake
 15 All by oneself
 16 Study (with "over")
 17 "_____ may break my bones . . .": 3 wds.
 20 Ad _____ committee
 21 Number of players on a baseball team
 22 Bean and Welles
 23 Sharp
 25 Actress
 26 Crabtree
 26 Soothed
 30 East Coast ocean: Abbr.
 31 Construct
 32 Public disturbance
 34 Anglo-Saxon worker
 38 Sea eagle
 39 Label on a car bumper
 42 Young fellow
 43 Not as much
- 45 Good server, in tennis
 46 Humiliate
 48 Bottom of a skirt
 50 Shallow cooking vessel
 52 Sell illegally, as tickets
 54 Butterfly catchers
 55 Thinly grown
 56 Couple
 58 Tit for _____
 61 Red and white striped candy: 2 wds.
 64 Land measure
 65 Borden's cow
 66 HELLO!... HELLO!... HELLO!... HELLO!
 67 Beauty is this deep
 68 Makes a phone call
 69 _____ out (barely makes do)
- 3 Necktie ornaments
 4 1/60 of a minute: Abbr.
 5 Bathroom sinks
 6 Actor Arkin
 7 _____deaf
 8 Not the beginning
 9 Like a ghost town
 10 Peter or Judas, for example
 11 "_____ PASS GO . . .": 2 wds.
 12 Stadium
 13 Military meal
 18 Works with bread dough
 19 Horse's gait
 24 Snakelike fish
 26 Cain's brother
 27 Untainted
 28 _____ the Red
 29 Cuts into cubes
 33 Gumbo
 35 Pie-in-the-face comedy
 36 Space shot agency: Abbr.
 37 Where 10-Across lived
 40 Meddled
 41 Grand Prix drivers

DOWN

- 1 Where to find Hawkeye and Hot Lips
 2 Toward the middle



Answer Drawer, page 68

- 44 Hone
 47 Wager
 49 Otherwise
 51 Joins in marriage
 52 Little bit
 53 The Isle of _____
 55 Health resorts
 56 Where the Leaning Tower is
 57 Indigo dye
 59 Tooth pain
 60 Boxing wins, for short
 62 Roman 1051
 63 Golf peg

The Blues ★

by Robert Goldberg

Feeling down? Maybe the "blues" will pick you up. Each answer in this quiz is a word, name, or familiar phrase that contains the word "blue." For example, "Type of salad

dressings" would be BLUE CHEESE, and "Policeman" would be MAN IN BLUE. Try these 18 on your own, and may the bluebird of happiness smile on your efforts. Answer Drawer, page 68

1. Popular pants _____
2. Building plan _____
3. Banjo-pickin' music _____
4. Extremely loyal _____
5. TV police drama _____
6. High-priced stocks _____
7. Brooke Shields film _____
8. Fats Domino hit _____
9. Noted Strauss composition _____
10. Factory laborer, e.g. _____
11. Unexpectedly _____
12. American League pitcher _____
13. Very rarely _____
14. Don't step on 'em, warned Elvis _____
15. Infamous wife-killer _____
16. Nursery rhyme sleeper _____
17. Speak quickly and continuously _____
18. Popular medical insurance _____

Below are six lists of related words and phrases which have been translated into simple cipher alphabets. The letter substitutions remain constant within any one group of words (for example, if A represents G in one word, it will represent G in all the words in that list), but change from one list to the next.

Look for repeated letter patterns within words to get started. For example, in Cryptolist #1 below ("Famous 'Docs' and 'Doctors'"), the three H's in the first word are a good clue to breaking the cipher.

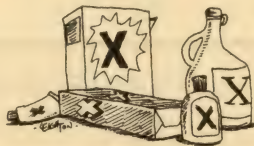
Answer Drawer, page 69



1. FAMOUS "DOCS" AND "DOCTORS"

Example: Watson

HGFHH
AGAAGL
HWMEQQ
MEQQPNOK
SE
HOXOBG
NEQPVVQG
HGXGLPSHGS
YMPXOBE
UGCKQQ



4. BRAND NAMES THAT HAVE BECOME WORDS

Example: Linoleum

YBUNZNLSI
NBVOIOK
EYISBYKY
HS-HS
JOVYI
LINGVSZOKY
LTYIGSB
USIK CZNEYB
GOGYSMINVT
KHZSK



2. DEFUNCT AUTOS

Example: La Salle

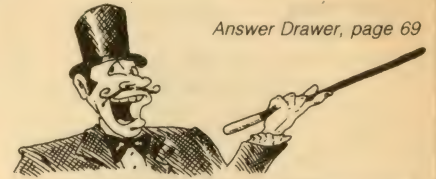
LSQBSDP
DSXTMWD
WPJWM
JIGIY TWS DQSI
EGLXKTFMW
QKDHSFD
BSFJWD
JIGPWTSBWD
LFWDQW-SDDKZ
LFAIK



5. '60s ROCK GROUPS

Example: Blues Magoos

WXAALCQ
YHTNUJANKCM
YVTLEWKTTT
LCLTP ZCQZI
XCVNPLVK YHNULZB
PQWS JTLHK
NTQU WXVVKTACS
CQRNU' YHQQUAXC
KCKZVTNZ HTXUKY
BKTPLU'Y BKTPNVY



3. CIRCUS ACTS

Example: Knife thrower

DWZVFS LQF
DBVZX DBQEEVBPZ
OYLQF UQFFVFRQEE
XQFUMFS RPQZD
RPQZXPX BVLQF
WZQCPGP QZWMDWD
EMVF WQLPZ
TMZP PQWPZ
UVFWVZWVFMWDW
QUZVRQWD



6. OVERHEARD AT THE BAR

Example: Want to dance?

ITNJ VJDJ TWCJF?
HDJ RTS HGTFJ?
NR FHNJ'P YDHX
RTSD EGHJ TD
NLFJ?
YSPR CTNTDDTZ
FLKVC?
ZVHC'P RTSD PLKF?
YSR RTS H XDLFM?
KJC GTPC, IDJJE

Getting Along in Brooklyn ★★

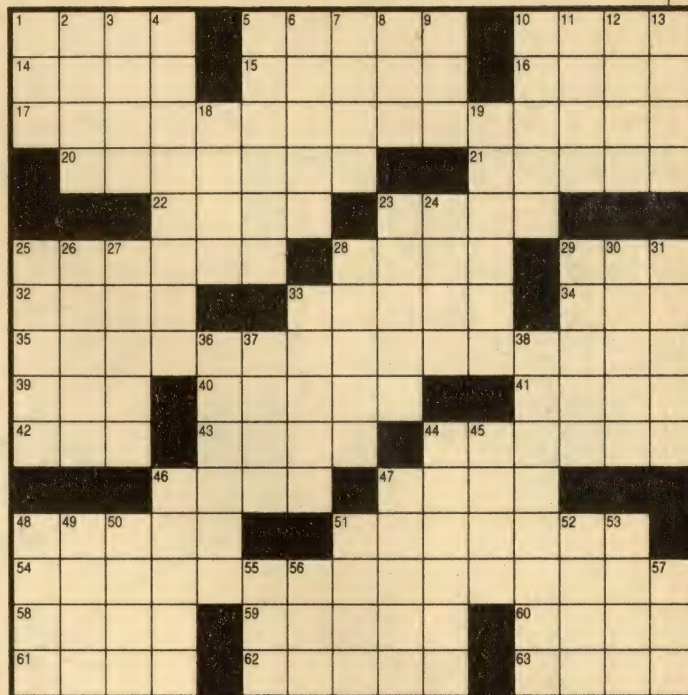
by Frances Hansen

ACROSS

- 1 Andy's radio partner
5 Symbol of sluggishness
10 Watchdog's warning
14 "Oh ____" (John Lennon song)
15 Henri's aunt
16 "Nasty" Nastase
17 "Oily?": 4 wds.
20 Daphne du Maurier novel
21 Comedian Ole
22 Croupier's implement
23 ____ Dick
25 Lansbury or Cartwright
28 Gangster's gal
29 Droll fellow
32 Wild pig
33 Greek goddesses
34 Royal inits.
35 "Doze?": 4 wds.
39 British flyers: Abbr.
40 "Over the Rainbow" composer Harold
41 Do a pressing job
42 JFK's predecessor
- 43 Droops
44 Rhythmic, as verse
46 Dog star
47 Paté de ____ gras
48 Source of 47-Across
51 Set aside for future use
54 "Cheesel": 4 wds.
58 Hit song by the Kinks
59 Linda Blair role, in *The Exorcist*
60 He's "agin it"
61 Trotsky or Spinks
62 Electrical genius Nikola
63 Goofy guy
- 8 "Lord, is ____?" (Matthew 26:22): 2 wds.
9 Author Deighton
10 Cop's club
11 "Lackaday!"
12 Stravinsky's spring thing
13 Acute
18 Word with estate
19 Mug's elegant cousin
23 Slow-witted one
24 ____ II, patron saint of Norway
25 "It's ____, it's a plane ____": 2 wds.
26 Desert wanderer
27 Faux pas
28 Customs
29 Any or every follower
30 Result of a burning desire?
31 Belgium treaty town, 1814
33 Wife of Hagar the Horrible
36 UAR President (1958-1970)
37 "Shucks!"
38 Hernando's place, in *The Pajama Game*

DOWN

- 1 Writer Rand
2 Othello, a/k/a The ____ of Venice
3 Texan's neighbor
4 Señor's sun protection
5 "____ feather in his cap ____": 2 wds.
6 John ____ Garner
7 Christie or Karenina



Answer Drawer, page 71

- 44 Sun halo
45 Goals
46 Dam completed in 1970
47 Deadly
48 Fish's "lung"
- 49 Western Indian
50 Seat of the Nobel Institute
51 Taunts, in a way
52 Nevada city
- 53 "K-K-K-____," 1918 song
55 Morsel
56 Name part
57 ____ Bravo (John Wayne film)

United Nations ★★

by Will Shortz

Like the U.N. General Assembly on a typical day, the puzzle below contains a tangle of countries. Hidden among the letters of the six words in each row of the grid are the names of three countries, each containing six letters. The countries are spelled out left to right, one letter per word. For example, BRAZIL is found in the first row by taking the B in the first word,

the R in the second, the A in the third, etc. (Two more countries are also concealed in the first row.) You may cross off letters as you proceed, because no letter in the grid is used more than once. One letter in each word will remain when you're done. Can you locate all 15 countries?

Answer Drawer, page 66

1	B RIG	E A RS	R A GE	D A ZE	L I CE	TE L
2	PUCK	AGUE	WARY	LAND	IDOL	WANT
3	SCAM	ANew	OXEN	PAID	CODE	LOAN
4	FACT	YOUR	TRAP	RINK	CURE	DYES
5	PANG	MOON	GIRL	AVOW	LEAN	LADY

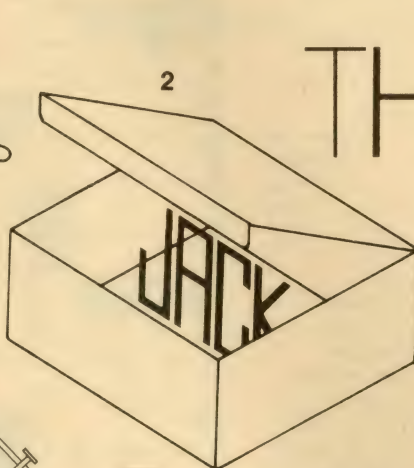
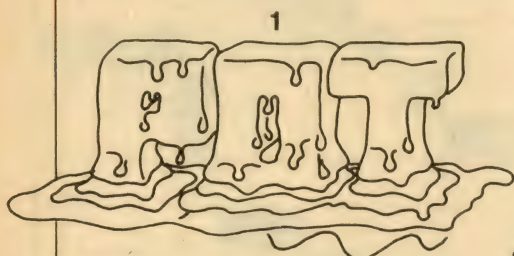
1. BRAZIL
2. _____
3. _____
4. _____
5. _____

Wacky Wordies Return! ★☆

We know. We swore in our July/August 1981 issue that Wacky Wordies would never appear in *GAMES* again. But a year and a half after their announced *final* final appearance, readers still write asking for more. Here then, by popular demand, are two more pages of them, composed in odd moments (very odd moments) by the editors at the magazine.

Warning: These are positively, absolutely, unalterably the last Wacky Wordies we're ever doing.

Directions: The object is to discern a familiar word, phrase, saying, or name from each pictorial letter arrangement. For example, # 1 depicts the phrase "melting pot." Wacky Wordie # 2 shows a "jack-in-the-box." *Answer Drawer, page 66*

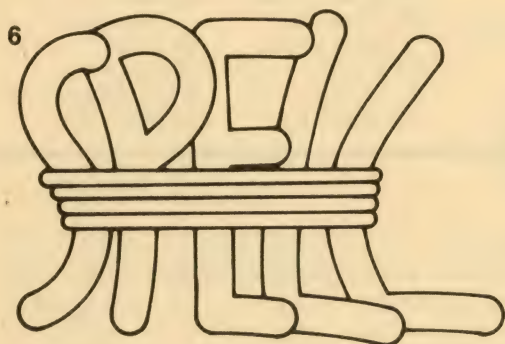


3

THE PLOT

5

quartet

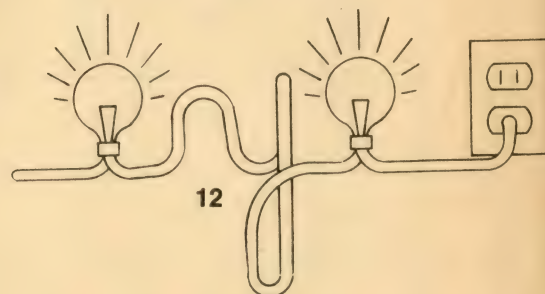
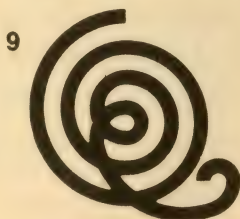
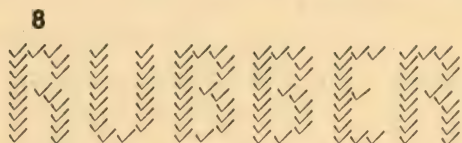


7

GEORGE

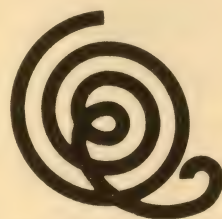
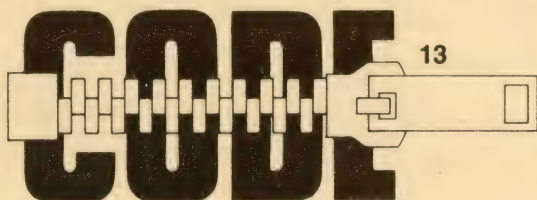
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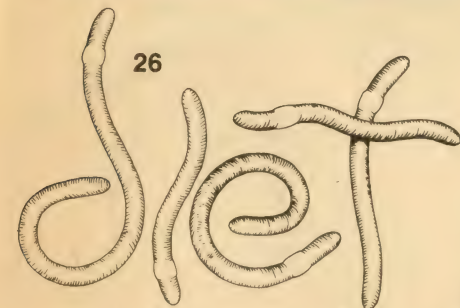
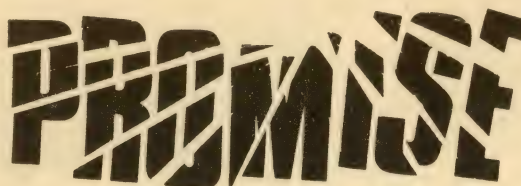
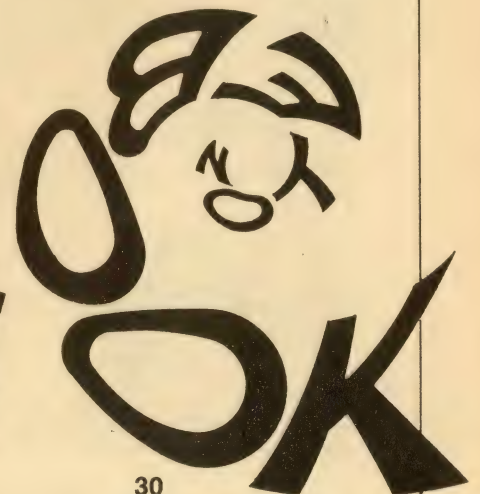
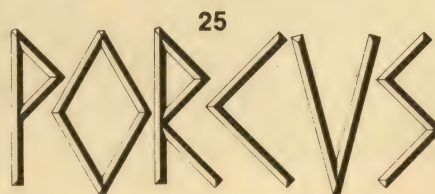
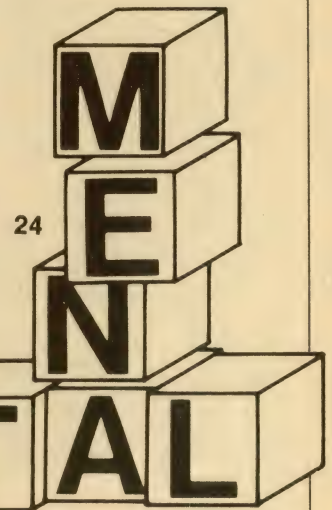
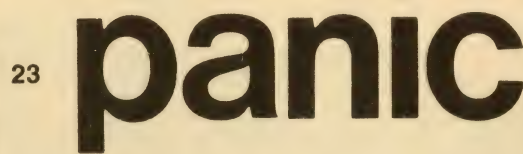
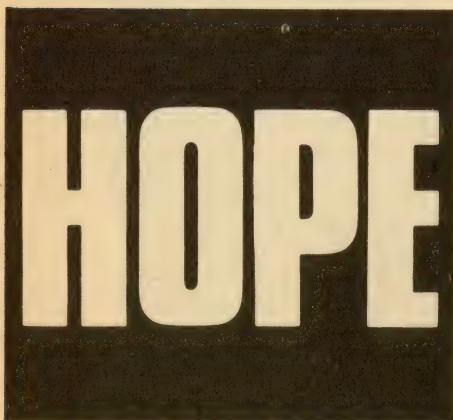
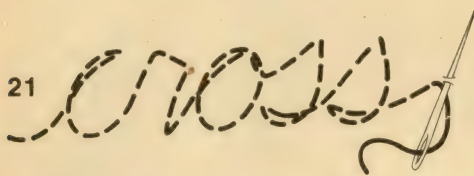
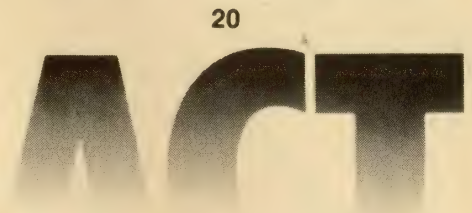
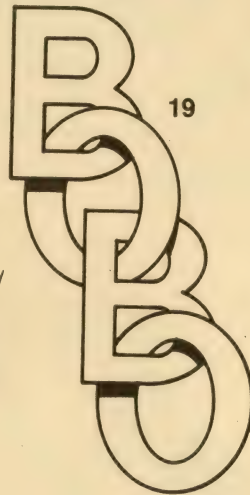
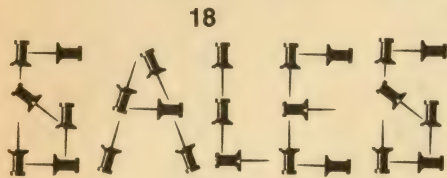
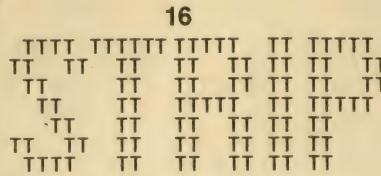
Footwork



11

vine





Hollywood Boulevard ☆☆ by Ken McManus

Movie Links

The two puzzles below are chains linking movie titles on the left with actors and actresses on the right. But we've left out some of the titles and names. Filling in the missing links is your role.

In the first puzzle, for instance, think of an actor or actress who appeared in both *Annie Hall* and *Reds* and enter the name in the first blank on the right. In the next blank on the right enter the name of another actor or actress who appeared in *Reds* and also in another movie (first blank on the left) in which he or she co-starred with Faye Dunaway. When you're done with the first movie chain, settle back with a big box of popcorn for the nostalgic second feature.

Answer Drawer, page 70

1	<u>Movies</u>	<u>Actors/Actresses</u>
	<i>Annie Hall</i>	
	<i>Reds</i>	
		Faye Dunaway
	<i>Kramer vs. Kramer</i>	

2	<u>Movies</u>	<u>Actors/Actresses</u>
	<i>Mary Poppins</i>	
		Robert Preston
	<i>Elmer Gantry</i>	
	<i>Airport</i>	

Initialette ☆☆

by Louis Phillips

Even if you're suffering from a New Year's hangover, you should be able to think of at least one famous person representing each of the eight pairs of initials below. For example, the first pair—N. H.—are the initials of Nathan Hale, Nathaniel Hawthorne, and Noel Harrison (take your pick). Who could represent the other pairs?

Answer Drawer, page 71

N _____	H _____
E _____	A _____
W _____	N _____
Y _____	G _____
E _____	O _____
A _____	V _____
R _____	E _____
S _____	R _____

7-Square ☆☆

The world's first 7 x 7 word square appeared just over a century ago in the "Oats to Sift" puzzle department of *Wild Oats*, a small magazine published in New York City. The challenge here, as it was in that puzzle, is to answer the clues for seven 7-letter words that read across and down the grid the same way. When you're done, you might enjoy trying to create your own 7-square—it's not easy.

Answer Drawer, page 70

- | | |
|---------------------------|---------------------------------|
| 1. Christmas cheer | 5. Ring-shaped |
| 2. "Rabbit ears" | 6. Unthankful person |
| 3. Long, thin, and viscid | 7. Like some cakes and haircuts |
| 4. Heart attack | |

1	2	3	4	5	6	7
2						
3						
4						
5						
6						
7						

"Oh, I just wanted to kiss you good night."



Reach out and touch someone.



Bell System

ATARI® INTRODUCES

A video game series so challenging, you could win up to \$150,000 in prizes for solving it.

Atari's new SwordQuest takes you on a journey through four separate worlds—actually four separate video game cartridges—in search of a jeweled sword. The Sword of Ultimate Sorcery.

But along the way, you could actually win four different \$25,000 jewel-encrusted treasures (one for solving each game) and even the ultimate treasure: a \$50,000 jeweled sword in the Atari \$150,000

SwordQuest challenge (see game rules for details).

To help you solve each game, you'll find a SwordQuest DC-Comicbook enclosed with each cartridge. It contains the detailed story of that SwordQuest game along with the clues you'll need to master its mysteries.

In fact, if you can solve any one of SwordQuest's four separate video games, you'll be considered



SWORDQUEST™

an expert player. And you'll be rewarded for it.

Just send us the form enclosed with each game cartridge (EarthWorld™ entry must be submitted by March 15, 1983), fill in the appropriate clues and we'll rate your performance for that game. If you've solved enough clues you'll receive an official Atari SwordQuest Challenge Certificate of Merit.

EarthWorld, the first SwordQuest

cartridge, is here now. FireWorld™ is coming soon. WaterWorld™ and AirWorld™ will be out by Fall, 1983.

So start solving new Atari SwordQuest now.

The sooner you start, the sooner you'll get to the bottom of it.



ATARI

A Warner Communications Company

Regular, 1 mg. "tar", 0.2 mg. nicotine
av. per cigarette, FTC Report Dec. '81.

© 1982 B&W T Co



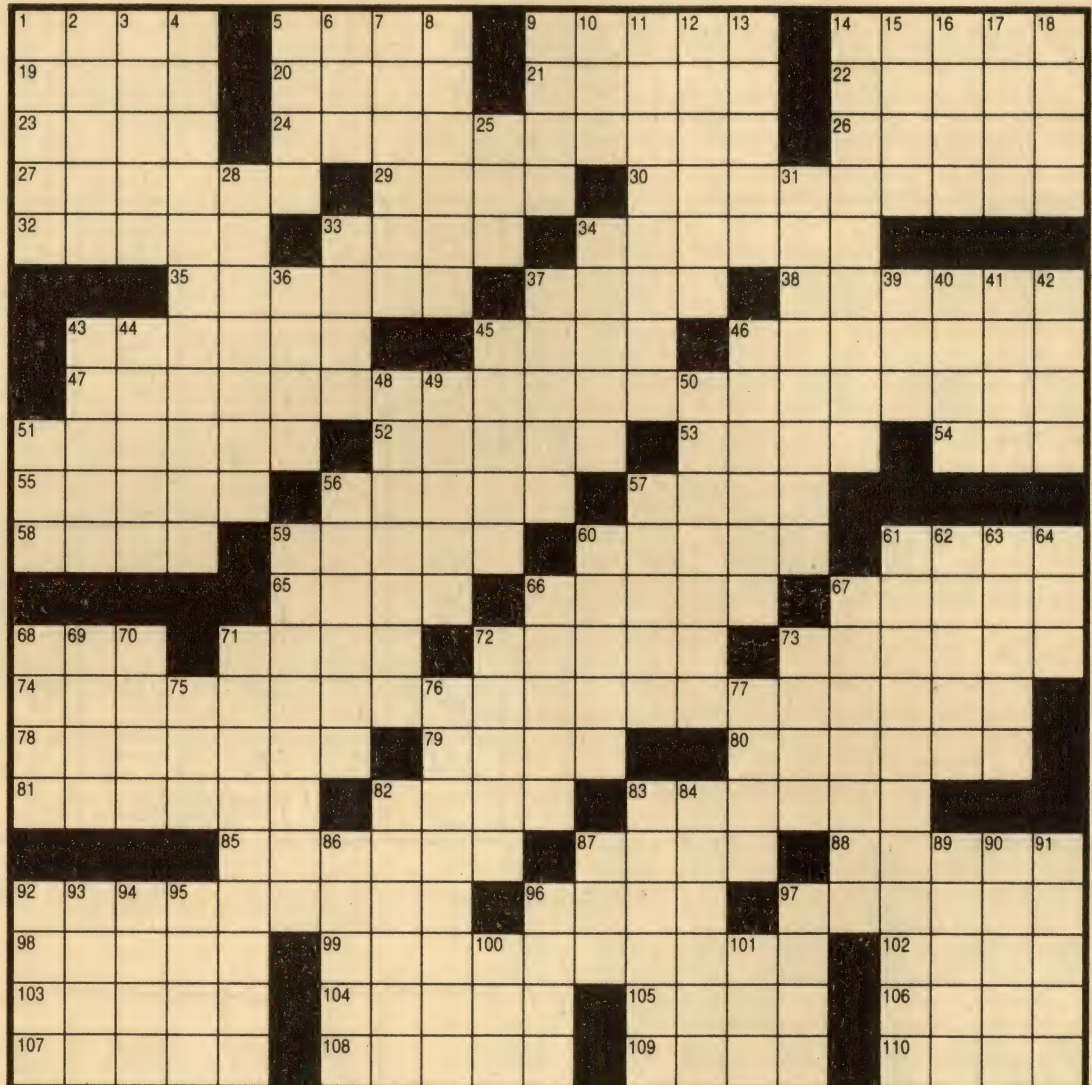
The pleasure is back.
BARCLAY

*99% tar free.*TM

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

ACROSS

- 1 Mull over
- 5 Promontory
- 9 Bistros
- 14 Get-up-and-go
- 19 Columnist Barrett
- 20 Sign of trouble?
- 21 *A Bell for* _____
(1945 novel)
- 22 Ancient region of Asia Minor
- 23 Racetrack, e.g.
- 24 Excited heartbeat sound
- 26 *Animal House* garb
- 27 Hockey team, e.g.
- 29 Dynasties
- 30 Sincere
- 32 Catch some Zs
- 33 Journey with Spock
- 34 Author of 21-Across
- 35 Full of cracks
- 37 Bathroom ID
- 38 Burning up
- 43 He was freed of his locks
- 45 Biblical idol
- 46 Maintained
- 47 Dick Van Dyke movie
- 51 Do a chess switcheroo
- 52 Underworld boss?
- 53 Is sorrowful
- 54 Dally, with "with"
- 55 *La crème*
- 56 Shaped a log
- 57 Boxing champ Willard
- 58 Choosing-up word
- 59 Gave a hoot
- 60 Relief pitcher's stat
- 61 Resound
- 65 Surrounded by
- 66 Mobile
- 67 Everglades wader
- 68 Fraternity letter
- 71 Sacred bird
- 72 Angle
- 73 Eric
- 74 Get _____ (attack the essentials)
- 78 Shoe style
- 79 Dried up
- 80 _____ gamut (covered it all)
- 81 Saunters (along)
- 82 Let it be, at the copy desk
- 83 "'Oly cow!'"
- 85 Odds fellow
- 87 Downturn



Answer Drawer, page 69

- | | | | | | |
|--------------------------|-----------------------------------|------------------------|------------------------------|-----------------------------|---------------------------------|
| 62 Unsubstantiated | 88 Emulate | 3 Something to grind | 25 Chatter | 51 Bee's follower | 77 Latch onto |
| 63 Keep _____ on (guard) | 92 Exactness | 4 Thurber's daydreamer | 28 Formal letter | 56 Berber | 82 In the attic |
| 64 Set the tempo | 96 Eurasian river | 5 Egyptian | 31 Authenticity | 57 Excursion | 83 Set for the storm |
| 65 Hankie dropper | 97 Confiscates | 6 "_____ Blue?" | 33 Oscar's friend? | 59 Track finishers? | 84 Another Nabokov novel |
| 66 Junk collectors? | 98 Attacked | 7 Singer Bernadette | 34 Preliminary races | 60 Agenda | 86 Ownership |
| 67 Biblical land | 99 Singer Conway's recording base | 8 Chateaubriand, e.g. | 36 Speck | 61 Ailurophile's compliment | 87 Saloon-less |
| 68 Land map, for short | 102 Elect. Day, e.g. | 9 Zuchettos | 37 Very unpopular | 62 Ground | 89 Sky hue |
| 69 Overwhelms | 103 Name hyphenated with Lloyd | 10 Nabokov novel | 39 Women's _____ | 63 Keep _____ on (guard) | 90 Prepare to drive, in a way |
| 70 Minute | 104 Liberty | 11 Protective | 40 Latin lover's verb | 64 Set the tempo | 91 Slalom turns |
| 71 Look of contempt | 105 007's alma mater | 12 Penetrates | 41 Paradoxical philosopher | 65 Hankie dropper | 92 Sweating bullets word |
| 72 Trolley | 106 Veritable | 13 Bean crop | 42 Irritable | 66 Junk collectors? | 93 Four-star review |
| 73 Wind dir. | 107 <i>Peter Pan</i> girl | 14 Sailors' pouches | 43 Fixed rate | 67 Biblical land | 94 First place? |
| 74 Baltic resident | 108 Best and Ferber | 15 Gambrel or mansard | 44 Harte's "Heathen Chinese" | 68 Land map, for short | 95 Joker, two ways |
| | 109 Matron | 16 <i>Picnic</i> giver | 45 Waited | 69 Overwhelms | 96 Western Athletic League team |
| | 110 Rube's answers | 17 Test tube | 46 Gave rise to | 70 Minute | 97 "Auld" word in Dundee |
| | | 18 Sunrise site | 47 Dote on | 71 Look of contempt | 98 "Auld" word in Dundee |
| | | | 48 Went left | 72 Trolley | 99 Elec. project |
| | | | 49 Small talk? | 73 Wind dir. | 100 Jerry's pursuer |
| | | | | 74 Baltic resident | |

DOWN

- 1 Hybrid
- 2 Animal house

Score Five ★★

by Sid Sackson

A New Pencil-and-Paper Strategy Game for Two Players

All you need to play are a sheet of paper, two pencils, and at least one player who can add. The game is played on a 6 x 6 grid like the one at bottom right (which you can use for your first game). After reading the rules below, warm up with the puzzle at right to get acquainted with the strategy.

The Setup One player randomly fills in the squares of a 6 x 6 grid with the numbers 1 to 9, using each number four times. Earned scores are tallied in two columns on one side of the grid, and a running total is kept on the other side, as explained below.

The Play Determine the first player by flipping a coin *after* the grid is set up.

The first player chooses one of the four corner squares and circles the number in it. This number starts the running total. The second player chooses a square next to the corner—horizontally, vertically, or diagonally—and circles the number in it. This number is added to the running total. Each player in turn circles an unused number next to the last one circled. If there is no unused number next to the last one circled, the player may choose any unused number in the grid.

Scoring Each time a player circles a number that brings the running total to a multiple of five (ending in either 5 or 0), he writes that total in his scoring column, adding each new score to his previous total. The game ends when the running total (not a player's score) reaches or passes 170. (As a check, the remaining unused numbers should bring the total to 180.)

Example

A	B	6	7	4	3	9	1	RUNNING TOTAL
20	15							7
55	35	5	8	1	7	1	8	15 B
75	50	3	2	8	3	9	2	20 A
		6	2	4	4	1	5	27
		4	8	7	9	6	5	29
		7	9	5	2	6	3	35 B
								39
								48
								55 A

The first nine plays of a game are shown in the example above. There was no unused number next to the 9, so player A has chosen the circled 7. The column to the right is the running total, with scoring totals circled.

Winning The winner is the player with the highest score when the running total reaches or passes 170.

Puzzle ★★ Your opponent leads by a 5-point margin, and the game is entering the home stretch. It's your move from the 4 in the dotted-circle. The right sequence of moves will win the game, but a wrong first choice will almost certainly lead to defeat. What's your move?

Answer Drawer, page 68

YOU	OPP.	2	5	3	9	7	3	RUNNING TOTAL
40	15							3
+70	+25							8
110	40							9
+85	+65	5	8	2	8	9	6	15 OPP.
195	105							17
	+95	7	1	3	6	4	9	25 OPP.
	200							26
		8	4	4	2	6	1	31
								40 YOU
		2	9	8	6	4	1	47
		7	7	5	1	5	3	54

Opening Game We've drawn the grid and filled in the numbers for you. All you need to start play is an opponent.

YOU	OPP.	1	9	7	9	2	7	RUNNING TOTAL
		9	3	1	8	6	7	
		9	5	5	8	4	2	
		7	6	3	2	4	5	
		6	2	8	3	4	8	
		1	3	5	4	1	6	

Cryptic Crossword ★★★

by Merl Reagle

The Warm-Up Puzzle at right contains all the basic types of clues you're apt to encounter in a cryptic crossword. Like all cryptic clues, each contains two parts: a direct or indirect definition of the answer and a second description of the answer through wordplay. The first step in solving a cryptic clue, and a great part of the fun, is to determine the dividing point between the parts. Consider some sample clues:

"Eerie tune had tormented (7)." This is an example of an anagram. The letters in the words "tune had" can be rearranged to spell the answer HAUNTED, which is defined as "tormented." The word "eerie" indicates that the adjacent letters are to be rearranged. An anagram clue always contains a word or phrase (like "crazy," "reorganized," or "in a heap") that suggests mixing or poor condition.

"Bring in mongrel (5)." Here you must join two short words to form the answer—IN, given directly in the clue, and CUR, defined as "mongrel." The result is INCUR, defined as "bring." This is known as a charade clue.

"Competitor in tournament ran third (7)." The answer, ENTRANT ("competitor"), is literally found in the letters of "tournament RAN third." This is an example of a hidden word.

"Surf is bound to be heard (4)." "Bound" is TIED, which when heard sounds like the answer TIDE ("surf"). Homophone clues like this are indicated by words like "we hear," "listen to," or "oral."

More hints on clue-solving have appeared in previous issues. If you are new to cryptic crosswords, start with the Warm-Up Puzzle at right and refer to the Answer Drawer for explanations.

Warm-Up Puzzle for New Solvers ★

With detailed
explanations in
Answer Drawer, page 71

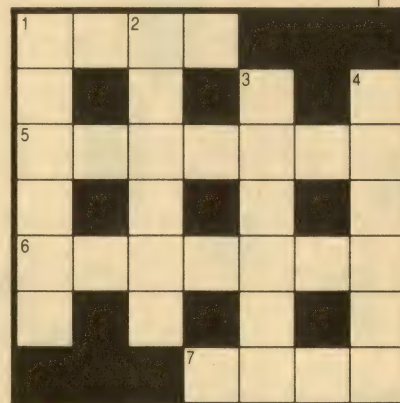
by Emily Cox and Henry Rathvon

ACROSS

- 1 Say, bunny fur (4)
homophone
- 5 State, "Not a man is confused" (7) *anagram*
- 6 Unspecific officer (7)
second definition
- 7 Upon reflection, adds water to goulash (4)
reversal

DOWN

- 1 Section of Oklahoma gets praise (6) *hidden word*
- 2 Triumphant after the first part of a baseball game (6) *beheadment*
- 3 Rabbit fuel makes auto decay (6) *charade*
- 4 Immature cow eats everything (6) *container*

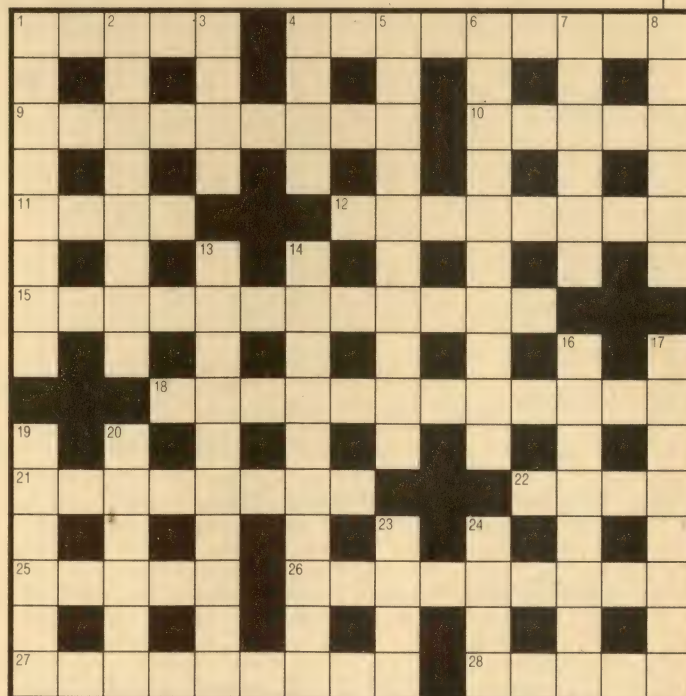


ACROSS

- 1 Cleaner pourer gets rid of ring (5)
- 4 Suckers clean up pool spill (9)
- 9 They hope to get forged train pass (9)
- 10 Works out-of-print before a long time (5)
- 11 Leaders of monastic order began singing masses (4)
- 12 From the sound of it, got a bit larger—ghastly! (8)
- 15 Motoring aimlessly east, try figuring course (12)
- 18 One nuclear ally yields on structural terms (12)
- 21 Exploding arms case causes much destruction (8)
- 22 Warning sign: "Topless females" (4)
- 25 Friend, in the morning I leave (5)
- 26 Conversations with Tigers about a snag (9)
- 27 Says in a dull voice, "Moonstone needs resetting" (9)
- 28 Expels the girl with near-failing grades (5)

DOWN

- 1 Little friend lay on a cushion in gym class (8)
- 2 Country club pier needs repairs (8)
- 3 Four Tops are singled out in rock and roll encyclopedia—highly unusual (4)
- 4 Bobcat's chains heard (4)
- 5 Death rays destroyed realm's base (5,5)
- 6 Eroticism's kinky with certain exercises (10)
- 7 Wildcat (*Leo loco*) captured in October (6)
- 8 Remained conservative, reportedly (6)
- 13 Bunch of drinks before a boxing match causes meandering (10)
- 14 Fellow actor and I can represent a Central American (5,5)
- 16 Pastry filled with meat for a beach cookout (8)
- 17 Spell "syphon" wrong, with I's (8)
- 19 Preserve rendition of Melba Moore's debut (6)
- 20 Give out duties while soldiers climb north (6)
- 23 Almost primary trees (4)
- 24 Regatta's doing without top pros (4)



Answer Drawer, page 68

Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 66*

			1T	2B		3U	4Q	5J	6E	7O		8I	9S	10V	11J		12B	13T	14E		15N	16K	17I	18S
19U	20O	21F	22V		23A	24S	25J	26C	27L	28R	29O		30T	31F		32B	33U	34C	35S	36R	37I	38Q		39O
40C	41G	42U	43R		44C	45G	46F	47A		48E	49S	50O	51R	52Q		53T	54K	55N	56J	57O	58U	59B		60I
61Q	62E	63S	64M	65C		66H	67L	68R	69B	70A		71F	72J	73N	74U	75A		76L	77H	78I	79F	80B	81M	82A
	83N	84R	85G	86J		87H	88S		89Q	90V	91M	92J	93C	94F		95L	96H	97A	98T		99V	100T	101P	102I
103C	104S	105M		106Q	107N	108O	109U	110J	111B	112A	113P		114O	115C	116P	117T	118H	119U		120F	121M	122I		123R
124G		125L	126E	127J	128D	129Q		130S	131L	132G	133P	134A	135N	136H	137T	138I	139M		140Q	141C	142O		143P	144K
145L	146G	147S	148F	149H	150A		151G	152D	153P		154B	155M	156O	157E	158A	159U	160V		161U	162M		163G	164M	165V
	166K	167L	168B	169P		170T	171E		172M	173S		174J	175E	176E	177D	178S	179G		180Q	181A		182I	183R	184K
185F	186E	187D	188H		189B	190L	191Q	192P	193N		194J	195O	196F		197C	198U	199V	200D	201N					

- | | |
|---|---|
| <p>A. Eastern Soviet seaport
150 70 23 75 158 82 134 47 112
181 97</p> <p>B. Remarkable, meriting attention
111 168 189 2 154 69 32 12 80 59</p> <p>C. Manage, as government affairs
115 65 197 26 141 103 34 44 93 40</p> <p>D. Sharply stimulating, as a walk
128 152 177 187 200</p> <p>E. Impromptu (hyph.)
126 171 175 157 6 14 62 186 48 176</p> <p>F. German sausage
148 31 120 185 79 196 46 94 21 71</p> <p>G. College home of the Buckeyes (2 wds.)
41 45 85 124 132 146 151 163 179</p> <p>H. Bookie's interest charge
136 96 66 149 118 87 188 77</p> <p>I. Cowboy's "Scat!"
60 138 78 102 37 122 182 8 17</p> <p>J. Inconsiderate toward others, neglectful
25 72 174 127 5 92 11 194 110
56 86</p> <p>K. They all lead to Rome
16 54 144 166 184</p> | <p>L. Group favoring established custom (2 wds.)
167 95 125 27 76 190 67 131 145</p> <p>M. The Sheriff of _____
64 81 91 162 139 121 105 164 155 172</p> <p>N. Sparkles, like sequins
15 55 73 83 107 135 193 201</p> <p>O. Surpassed in a competition
195 108 7 29 57 50 156 114 39
20 142</p> <p>P. Tarts, cakes, pies, etc.
116 101 113 133 169 192 153 143</p> <p>Q. _____ Commerce Commission
4 38 52 61 89 106 129 140 180 191</p> <p>R. Women's sleepwear, informally
123 183 68 84 28 36 43 51</p> <p>S. Personal trait or mannerism
49 130 9 63 88 173 104 178 24
18 35 147</p> <p>T. Else
170 53 13 117 100 1 30 137 98</p> <p>U. French astrologer and prophet
159 58 119 19 74 198 109 161 3
33 42</p> <p>V. Stumble about
10 22 90 99 160 165 199</p> |
|---|---|

Missing Links★★ by Gary Disch

Put the 16 boxed letters into the grid below to complete a criss-cross pattern of common words reading across and down. Each boxed letter will be used exactly once, and not all the blank squares in the grid will be filled.

Answer Drawer, page 66

A	B	B	D	E	E	E	E
I	M	N	S	T	U	V	Y

	A	R	M		L	A	D	
A			A	N	A		O	X
N	O		X		M		N	
G		N	I	B			L	E
L	O	O	M				E	
E				S	A	G	E	S
S	E	I	Z	E			E	
		C		N			L	
		E		T	O	W	S	

Domino Logic★★ by M. Penszko

The 8 x 7 rectangle below represents an ordinary set of dominoes (double-zero through double-six) in which the pips have been replaced by digits and the outlines of the dominoes removed. Can you recover the outlines—through logic—to show the set? The puzzle has only one solution.

Answer Drawer, page 66

0	0	1	0	5	0	3	4
3	3	6	4	3	0	0	3
6	6	5	4	2	4	6	1
6	6	6	4	2	2	1	3
3	3	4	2	1	0	5	5
2	1	1	5	6	1	0	5
2	2	1	4	2	5	4	5

FOLD THIS PAGE

The World's Most Ornerly Crossword

by Mike Shenk

Cornerstones

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 45. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you need help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 44). Remember, to peek or not to peek is up to you.

Hard Clues★★★

ACROSS

- | | | |
|--|---------------------------------|-------------------------------------|
| 1 Use last-resort plans | 72 DJ's employer, perhaps | 127 Gingerbread man's nose, perhaps |
| 16 Ogee, e.g. | 74 Slapstick projectiles | 129 Name in an Inge title |
| 24 It begins "Allons, enfants de la patrie..." | 75 Tribal telegraph | 133 Ga. neighbor |
| 25 "Round-the-clock rockers | 76 "And go..." (Frost line) | 134 Quarry workers |
| 27 Be ready to cure | 78 Temple Bar architect | 137 Crests |
| 28 Pancho Villa's theme song, with "La" | 79 Attention | 139 Bouquet |
| 29 Afore | 80 Second: Prefix | 140 "Wild Bill" Donovan's agy. |
| 30 Standstills | 81 Ferraris and McLaren | 141 Defendants, in Roman law |
| 31 K ₂ CO ₃ , familiarly | 82 Carousing | 142 Pirate's cache |
| 33 Sea swallow | 86 Kilmer compared it to a poem | 143 Ford competitor, familiarly |
| 34 Tappet attachment | 88 Quincy of cartoons | 144 Arizona river |
| 35 Call from the crow's nest | 90 Piddling amounts | 145 Cries at the circus |
| 37 Gaucho's aid | 92 "The Liberty Bell" composer | 146 Tombstone lawman |
| 39 Lionel's sister | 93 Matter-of-factness | 148 Like postcard "wonders" |
| 41 Aberdeen river | 95 With relish | 151 On the ball |
| 42 Sue ____ Langdon | 99 Murarium dwellers | 153 Whopper, reduced |
| 43 Upper hand | 101 Scottish hazelnut | 154 Reducing regimens |
| 44 Shots, often | 102 Crystal gazer's words | 157 Not fulfilling one's quota |
| 45 Theorizer | 103 Masthead VIPs | 160 European fishermen |
| 47 QB Pastorini | 104 Commotion | 161 3-D |
| 48 Essentials | 105 Encyclopedic | 162 Underlines |
| 50 "____ only a test" | 106 Erasmus's hometown | 163 Source of "Mack the Knife" |
| 52 Inveigled | 109 Sign on B'way | |
| 53 Irascibility | 110 Mugs | |
| 54 Put ____ fight | 112 Public spirit | |
| 56 Maroon | 113 "L'____, c'est moi" | |
| 58 Cabinet department | 115 Vertically | |
| 60 Wings, of sorts | 117 Eyes | |
| 61 Hepburn has four | 118 Rosary words | |
| 64 Abraham's son | 119 Pizzazz | |
| 65 Ilk | 121 Theatrical fanfare | |
| 66 "Heartache Tonight" singers | 123 Pangolin's snack | |
| 68 Loses one's tongue-tiedness | 124 Banbury offering | |
| 70 Fashionable, in the '60s | 125 Arteries | |

DOWN

- | |
|-----------------------------------|
| 1 Mother of Constantine the Great |
| 2 Transparent pretense |
| 3 Settle a score |
| 4 Simone's soul |
| 5 Mathematical graph line |
| 6 Est's Werner |
| 7 Ash Wednesday author |

The World's Most Ornery Crossword (Continued)

Don't Peek Until You Read Page 43!



ILLUSTRATION BY PHILIP ANDERSON

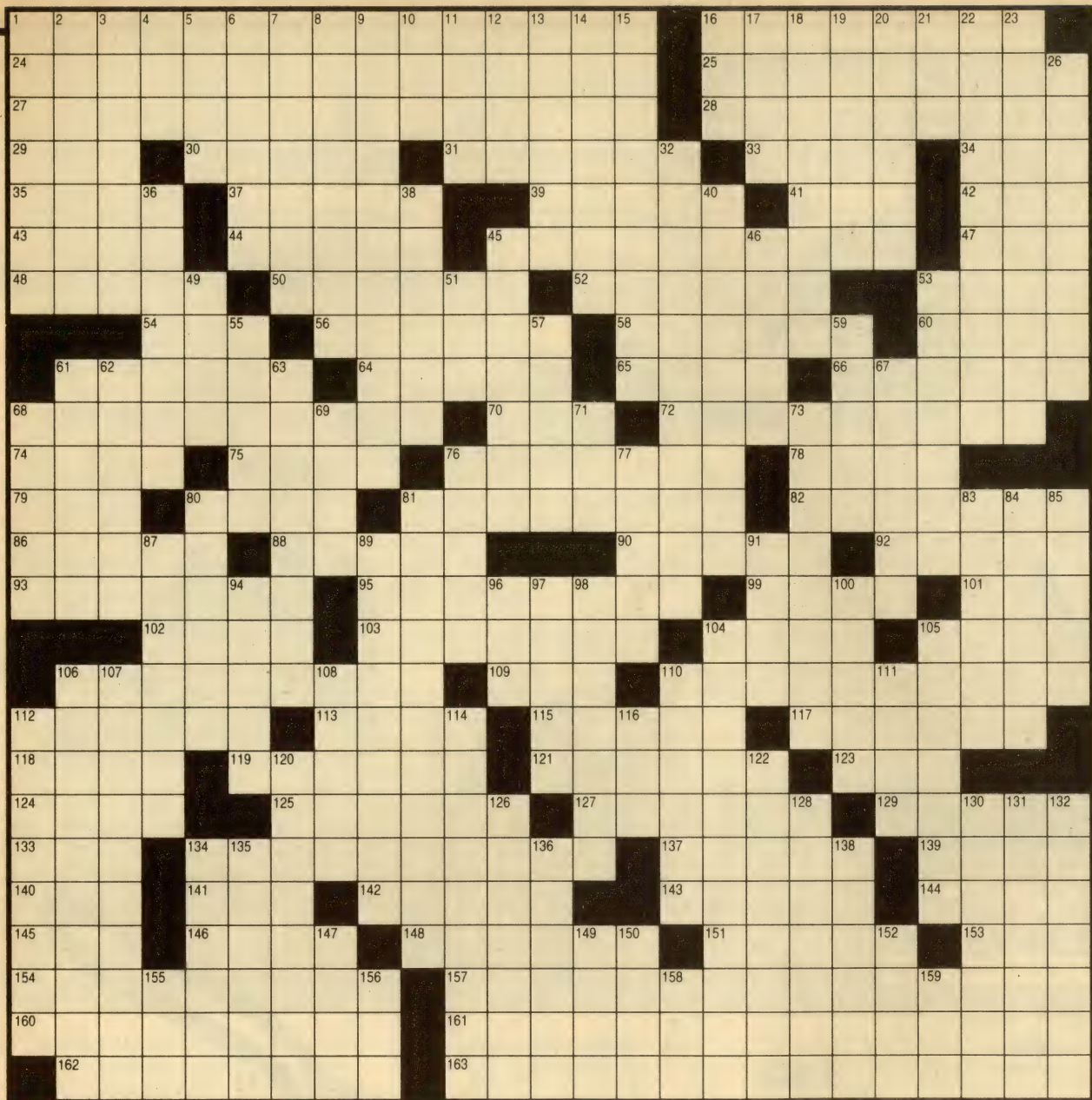
Easier Clues ★

ACROSS

- 1 Resort to last-ditch efforts: 3 wds.
16 Double-curve
24 French national anthem: 2 wds.
25 Bill Haley and ____: 2 wds.
27 Be able to undo, as a poison: 3 wds.
28 "La ____" ("The Cockroach," in Spanish)
29 Before, poetically
30 Comes to a stop
31 Fertilizer salt
33 Seashore bird
34 Rotating piece of machinery
35 Come to earth
37 Lasso
39 One of the Kennedys
41 Actress Sandra
42 One: Scot.
43 Border
44 Prescription amounts
45 Student of concepts
47 Newsmen Rather.
48 Requirements
50 ____ *Your Life*: 2 wds.
52 Sketched details: 2 wds.
53 Liver secretion
54 ____ tree (trapped): 2 wds.
56 Leave stranded
58 Vitality
60 Right angles
61 Academy Awards, familiarly
64 Author Asimov
65 Classify
66 Philadelphia footballers
68 Finally says what one is trying to say: 3 wds.
70 TV's *The ____ Squad*
72 Stereo radio broadcaster: 2 wds.
74 Bakery products
75 Snare, kettle, or ear follower
76 "... and ____ go before I sleep": 2 wds.
78 Small singing bird
79 Corn-on-the-cob helping
80 Old Testament book: Abbr.
81 Indy autos: 2 wds.
82 Having a drinking spree: 3 wds.
86 ____ *Grows in Brooklyn*: 2 wds.
88 Near-sighted cartoon "Mister"
90 Greek I's
92 "March King" John Philip
93 Authenticity in art
95 Very eagerly
99 Mickey, Minnie, et al.
101 Kind of wit or picker
102 Phrase of understanding: 2 wds.
103 Newspaper workers
104 Excited bustle
105 Broad City in the west of the Netherlands
106 Initials for a packed theater
110 Grimaces comically: 2 wds.
112 Good citizenship
113 *Coup d' ____*
115 Held vertically, as oars
117 Looks intently
118 The birds (VASE anag.)
119 Sound at a swimming pool
121 Trumpet call (TENSE N anag.)
123 Army insect
124 Pungent
125 Pathways
127 Bran fruit
129 Queen of ____ (Biblical ruler)
133 Sunshine State: Abbr.
134 Gutter makers
137 High points
139 Aroma
140 CIA's predecessor: Abbr.
141 Defendants, at law (IRE anag.)
142 Treasure ____
143 Comedian Chase
144 "Monster" reptile of the Southwest
145 Sounds of surprise
146 Lawman Wyatt
148 Naturally pretty
151 Cognizant
153 Little lie
154 Weight plans
157 Not turning out sufficient quantities
160 Herring fishermen (REST STRAP anag.)
161 Like 3-D movies
162 Accents
163 Bertolt Brecht drama: 2 wds.

DOWN

- 1 Namesake of a Washington volcano: 2 wds.
2 Word puzzle
3 Retribution
4 Soul: Fr. (MAE anag.)
5 Foot trail
6 German economist Ludwig (HARDER anag.)
7 Author of *The Waste Land*: 3 wds.
8 "____ wishes, cold as he wishes..." (Hymn to Ra): 3 wds.
9 Radioactive element
10 Sandwich order: Abbr.
11 "'Tis not ____ we beauty call": Pope, 2 wds.
12 Sparse: It. (ROAD anag.)
13 Revolted
14 Endowed with property
15 Beaches facing into the wind: 2 wds.
16 And so on: Abbr.
17 Close
18 Breaking away from
19 Frightens
20 Stinging insect
21 I ____ *Camera*: 2 wds.
22 Petty offense
23 "Green Mountain Boys" leader: 2 wds.
26 Similarity
32 Paris carried her away: 3 wds.
36 Subtracts
38 Help out
40 Least elevated
45 Moslem
46 Building timbers (GRIST anag.)
49 Healthful springs
51 "Love ____ many-splendored thing": 2 wds.
53 Start: 2 wds.
55 Take for ____ (do in, gangster-style): 2 wds.
57 School: Fr.
59 Set one's heart on
61 Narcotic drug
62 ____ Nevadas
63 Banjo player
67 Relaxed: 2 wds.
68 Javelin
69 Put ____ warrant on: 2 wds.
71 Nov. follower
73 "There are ____ to every story": 2 wds.
76 New Zealand native (I ROAM anag.)
77 Goes boating
80 Believers in a noninterfering God
81 They oversee street repairs
83 Mrs. Sargent Shriver
84 Comments to the audience
85 Speeds
87 Supporter of the aristocracy
89 Grampa's sister
91 Run ____ (go berserk)
94 Appears
96 "____ a boy!"
97 Mrs. Nick Charles et al.
98 Ones reaching in the dark
100 ____ Rica
104 Assumes command: 2 wds.
105 Wild boar of Africa
106 Continual competitions
107 State too emphatically
108 Actor Alain (LONED anag.)
110 Madman
111 Stadium cheerers
112 Feline dinners: 2 wds.
114 *The Day of ____* (1975 movie): 2 wds.
116 Spanish queen (in the ARENA)
120 Midwest grasslands
122 Deteriorated by age
126 In ____ heaven (elated)
128 Californian's neighbor
130 Massive building
131 South American statesman Simon
132 Spanish girl's name (A BAR ALE anag.)
134 Invent
135 Card suit
136 Deliver
138 Like molasses
147 Father: Fr. (in SUPEREGOS?)
149 "Able was ____ I saw Elba": 2 wds.
150 Ontario Indian
152 Reflected sound
155 Road repair goo
156 Snaky sound
158 Balloon-bursting sound
159 Waiter's bonus



Answer Drawer, page 68

Hard Clues (cont'd)

- | | | | | | |
|---|---|-------------------------------------|--------------------------------|--|-----------------------------|
| 8 "___ wishes, cold..." (Hymn to the Sun-God) | 20 Britt Reid's verdant mascot | 57 <i>Elève's</i> place | 83 Carol Burnett role | 106 Yale-Harvard and Army-Navy, e.g. | 130 Skyscraper |
| 9 Scientific find of 1952 | 21 <i>Today's Health</i> publisher: Abbr. | 59 Pine | 84 Stage whispers, at times | 107 Be too sure of oneself | 131 Venezuelan coin |
| 10 Diner order | 22 Transgression | 61 Morphine, e.g. | 85 Assigns Gs, PGs, Rs, and Xs | 108 Actor Alain | 132 Name for a señora |
| 11 "'Tis not ___ we beauty call" | 23 Revolutionary hero | 62 Mountain range | 87 Snobby one | 110 Nut | 133 Dream up |
| 12 <i>Hair</i> lyricist James | 26 Resemblance | 63 Musician, of sorts | 89 Bea, to Opie | 111 Coolers, of sorts | 134 Card game |
| 13 Raised a ruckus | 32 Daughter of Leda | 67 Command from Sarge | 91 In a frenzy | 112 Meals for Morris | 136 Do architectural art |
| 14 Like the gentry | 36 Takes off | 68 Bit of asparagus | 94 Looks like | 114 "I am tossed up and down as ___": Psalms | 138 Overly sentimental |
| 15 Shipwreck sites, often | 38 Hockey stat | 69 Take ___ loan (borrow) | 96 Some tag players | 116 Bambi's aunt | 147 One of the Dumas family |
| 16 End of many a series | 40 Deepest | 71 Ultimate mo. | 97 Author Ephron et al. | 120 Homes of some "dogs" | 149 "Able was ___" |
| 17 Occlude | 45 Like the Sunnis | 73 Story feature | 98 Voracious fish of Indonesia | 122 Hackneyed | 150 Algonquian language |
| 18 Pulling out | 46 Encircles | 76 Language from which "kiwi" comes | 100 Rib | 126 Stretcher's inning | 152 Parrot |
| 19 Shocks | 49 Baden-Baden and Bath | 77 Windmill blades | 104 Organizes | 128 Ben Cartwright, e.g. | 155 Ancient mariner |
| | 51 "Life ___ jest": John Gay | 80 Some churchgoers | 105 Tusked beast of Africa | | 156 Draft org. |
| | 53 Commence | 81 Track maintenance men | | | 158 Fizzy quaff |
| | 55 Take for ___ (bamboozle) | | | | 159 Capsize |

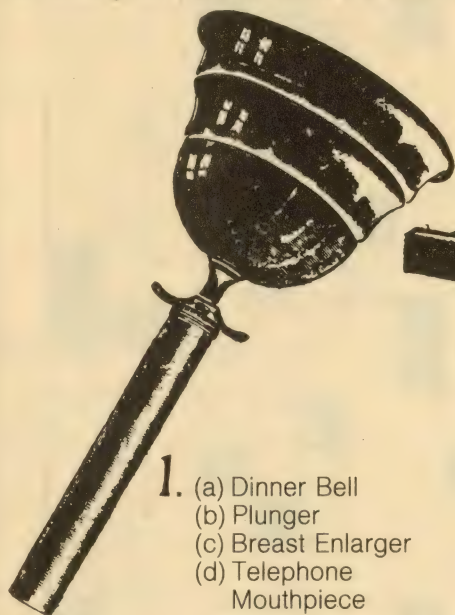
Objects of Wonder ★★

by Marvin Miller

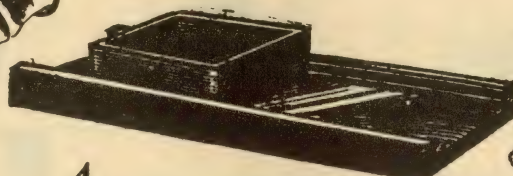
No, they don't make things the way they used to. In fact, if they did, we might not know what to do with them. The peculiar-looking items shown below are actual products from the

Sears Roebuck catalogue of 1897, which millions of rural Americans read and ordered from. How many of the products pictured can you match with their correct names?

Answer Drawer, page 71



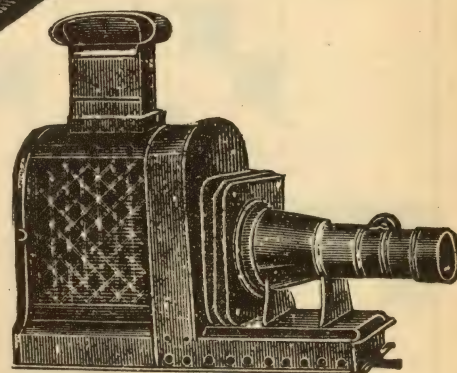
1. (a) Dinner Bell
(b) Plunger
(c) Breast Enlarger
(d) Telephone Mouthpiece



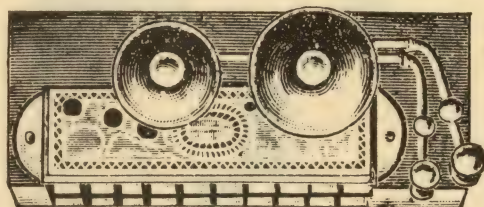
4. (a) Sauerkraut Cutter
(b) Cigarette-Rolling Machine
(c) Washboard
(d) Spaghetti Straightener



7. (a) Eyeglass Screwdriver
(b) Toothpick
(c) Icepick
(d) Leather Engraver



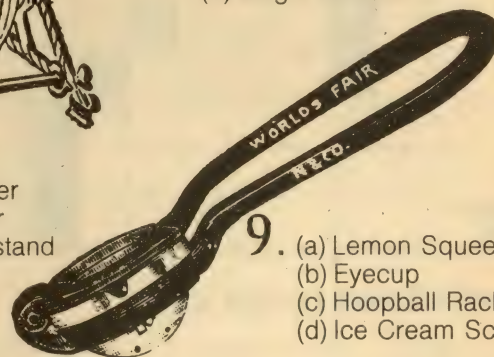
8. (a) Machine Gun
(b) Sausage Stuffer
(c) Mousetrap
(d) Magic Lantern



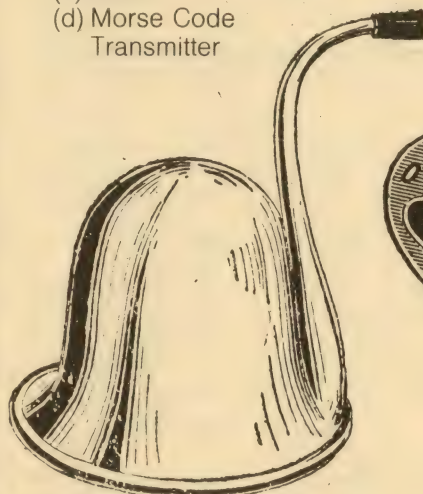
2. (a) Electrical Doorbell
(b) Harmonica
(c) Razor
(d) Morse Code Transmitter



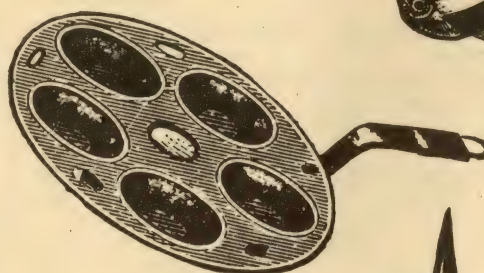
5. (a) Boat Barometer
(b) Room Scenter
(c) Revolving Inkstand
(d) Pipe Holder



9. (a) Lemon Squeezer
(b) Eyecup
(c) Hoopball Racket
(d) Ice Cream Scoop



3. (a) Room Steamer
(b) Hearing Tube
(c) Double-Boiler Cover
(d) Carriage Oil Can



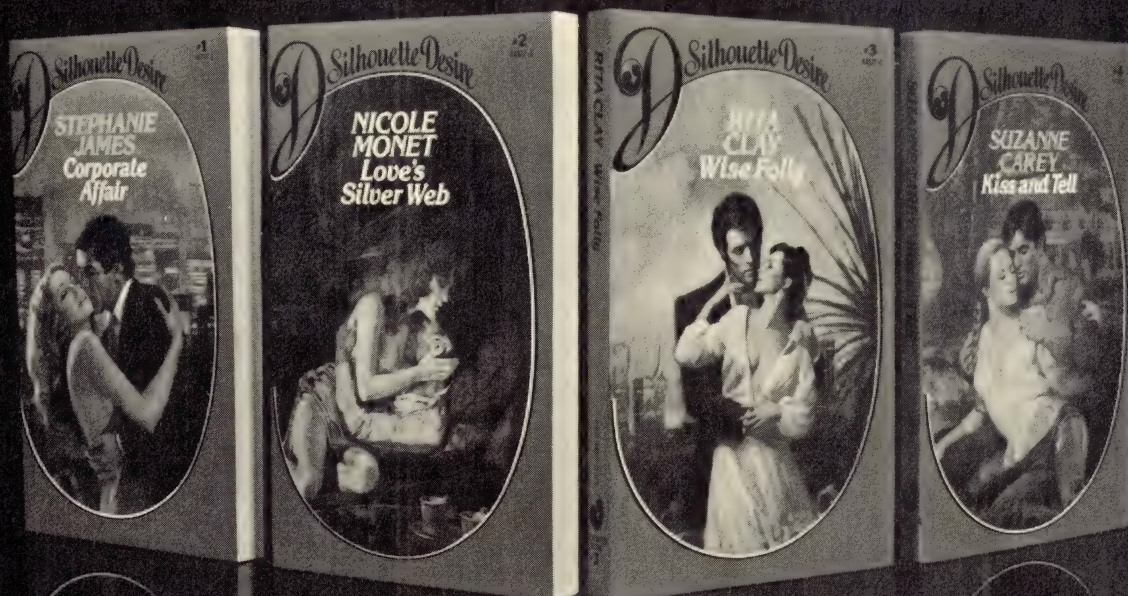
6. (a) Film Canister
(b) Microscope Lens
(c) Five-Egg Poacher
(d) Muffin Tin



10. (a) Boot Cleats
(b) Corn-on-the-Cob Holders
(c) Dental Drill Bits
(d) Penpoints

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HOW TO BE A MATH GENIUS

by Harry Lorayne

If you were asked to add up the numbers from 1 to 100—without using your calculator—how long do you think it would take? Would it surprise you to learn that a seven-year-old boy did it in a few seconds?

The boy was Karl Gauss, one of those rare prodigies who seem to have an inborn sense of the logic of numbers. To solve the problem, he immediately hit on a childishly simple method: Since there are 100 numbers, there are 50 pairs of numbers, and since each pair totals 101 ($100 + 1$, $99 + 2$, etc.), all he had to do was multiply 101 by 50. Presto! The answer is 5050.

NUMBER CRUNCHING

For your first trick, ask a friend to write down any two numbers, one beneath the other, without letting you see them. Have him add them up and enter the total on the next line, then add that number to the one above it and enter the result on the fourth line, and so on until he has a column of 10 numbers, like this:

4
13
17
30
47
77
124
201
325
526

Have him add up the whole column and write the total on a separate piece of paper so that you can't see it. Now tell him that a mere glance at the list of numbers will enable you to add them up in virtually no time. Suiting action to word, you peek at the list, close your eyes for a second (a frown of deep concentration would heighten the effect), and triumphantly announce the correct total: 1364.

How it's done A list of numbers generated by adding each sum to the previous sum is called a Fibonacci series. A curious fact about a list of 10 such numbers is that the total of all 10 is the same as the result of multiplying the fourth number from the end by 11. So when you peek at the list, look only at the fourth number from the bottom (124), and while pretending to add up all those numbers, simply multiply 124 by 11. Using a standard shortcut—tack on a zero (1240) and add the number itself (124)—you get 1364.

Your friend will want to know how you did that. But don't tell him; instead, tease him with an even more amazing feat.

Tell him to write down any number of at least four digits so that you can't see it (the longer the number, the more effective the trick), then to rearrange the digits any way he likes to produce a new number, and finally to subtract the smaller number from the larger and write down the result. He picks, say, 826950, subtracts the rearrangement 502968, and gets 323982, a number you couldn't possibly have predicted. Yet you are now going to do a remarkable thing: You are going to ask your friend to remove any digit of his choice from that number (except a zero, if there is one) and read aloud the remaining digits *in any order*, after which you will tell him which digit he removed.

He makes his choice, reads out 2, 8, 2, 3, 3, and you, your heart singing, sonorously declare: "You removed the 9!"

While your friend is still mulling that one over, hit him with this: Tell him to replace the missing digit and multiply the original number (323982) by any three-digit number, and then again to remove any digit (except a zero) from the result. He multiplies 323982 by 412 and comes up with 133480584. He now removes a digit (but not the zero), scrambles the others, and calls out 3, 1, 4, 0, 8, 4, 3, 5. And you immediately identify the missing digit as an 8.

How it's done The first thing you should know is that this trick works only with multiples of 9. Scrambling the digits and subtracting one number from the other is just a clever way of getting a multiple of 9 without letting on what

Childishly simple? Yes—once you see the method. Gauss had the advantage of being a genius who understood the unusual properties of numbers instinctively; indeed, he grew up to become a great mathematician and loved to boast that he could calculate before he learned how to talk.

You can be a genius too—or at least you can calculate like one. All you need is a knowledge of elementary arithmetic and a little practice with some fascinating number patterns, and you'll be able to put any seven-year-old genius to shame.

DIGITECTOMY

you're up to: The difference between any number and any rearrangement of its digits is always divisible by 9.

The second thing you should know is how to derive a number's "digital root." One way is to add the individual digits down to a single digit. Taking the random number 34567 and adding the digits ($3 + 4 + 5 + 6 + 7$) produces 25, and $2 + 5$ is 7, the digital root. Another way is to "cast out nines," which is done by subtracting 9 every chance you get. Thus: $3 + 4 (7) + 5 (12, \text{ subtract } 9 = 3) + 6 (9, \text{ subtract it}) + 7 = 7$.

The third thing you should know is that 9 is always the digital root of a multiple of 9. In the given example, $3 + 2 + 3 + 9 + 8 + 2 = 27$; $2 + 7 = 9$. After the multiplication by 412, you get $1 + 3 + 3 + 4 + 8 + 0 + 5 + 8 + 4 = 36$; $3 + 6 = 9$. (Note that multiplying any multiple of 9 will always produce another multiple of 9.)

The beautiful point is that when a digit is removed, it is in fact being simply subtracted from 9. So all you have to do to work this bit of number magic is to get the digital root of the number with the missing digit by adding up its digits as they're called out. If the result is 9, that's the missing digit (you'll see why in a minute); if it's anything else, subtract it from 9, and voila!—the difference is the missing digit. The digital root of 31408435 is 1; therefore an 8 was removed from the number 133480584.

Now you see why the removed digit must not be a zero: Removing a 9 and removing a zero have the same effect of not changing the digital root, so if the digital root happens to be 9, you won't know whether the removed digit was a 9 or a zero. That problem is solved by not allowing it to be a zero.

SQUARING OFF

So far you've had a pretty easy time of it; the next diversion, though not difficult, requires a little more practice.

To understand this trick you'll need a list of the first 10 numbers and their squares, plus a list showing the differences between the squares.

1^2	=	1
2^2	=	4
3^2	=	9
4^2	=	16
5^2	=	25
6^2	=	36
7^2	=	49
8^2	=	64
9^2	=	81
10^2	=	100

Note that the differences between the squares are an exact progression of odd numbers. Note also that the difference between any two consecutive squares is equal to double the higher unsquared number, minus 1. For instance, $7^2 = 49$ and $8^2 = 64$; the difference, 15, is equal to 8 times 2 minus 1.

This pretty pattern is a handy shortcut for squaring numbers, once you have a reference point. By memorizing a few key squares in addition to the simple 10^2 , 20^2 , 30^2 , etc., you can easily figure out the nearby ones in your head.

Suppose you want to square 17. You know that the answer is 33 higher than 16^2 because $17 \times 2 - 1 = 33$, and that 16^2 is 31 higher than 15^2 ($16 \times 2 - 1 = 31$). So if you've memorized 15^2 (225), you can easily find 17^2 ($225 + 31 + 33$), or 18^2 ($225 + 31 + 33 + 35$), or any other square near a known reference point.

There's another simple way to square numbers between 25 and 50, but to do this quickly in your head you should memorize the squares from 1 to 25 (or at least get really good at working them out fast). First find the difference between the number you are squaring and 25, and multiply it by 100. Next find the difference between the number and 50, and square it. Finally, add the two results. Let's take 42^2 . The difference between 42 and 25 is 17, which multiplied by 100 is 1700; the difference between 42 and 50 is 8, which squared is 64. Thus 42^2 is 1764. This may seem complicated, but you'll be able to master it quickly with practice.

Squaring the numbers between 50 and 100 requires only one additional step. After finding the difference between the number you are squaring and 50, first multiply it by 200, then square the difference between your number and 100 and add the two results. For example, 72^2 is calculated as follows: $77 - 50$ (27) \times 200 (5400); $100 - 77$

(23) \times 23 (529); $5400 + 529 + 5929$. Simple, eh?

But before you apply for a job as a university math professor, first try doing some square roots in your head. Have a friend secretly choose a number from 50 to 100 and tell you its square. Say he calls out 3844. You push a few mental buttons and magically come up with the square root 62 in a matter of seconds.

How it's done This exercise works well with a perfect square of four digits, which is why you have your friend square a number from 50 to 100. To derive the square root, begin with the first two digits (in this case 38), find the nearest square that is equal or lower (36), and take its square root (6): the first digit of your answer is therefore 6.

Now look at the last digit of your friend's square. If it's 5 or zero, that's the second digit of your answer. If it's 4, 6, or 9 (it can't be anything else if the original number is a perfect square), look at the last digit of each of the first 10 squares. In our example, the last digit is 4, so we have to choose between 4 (2^2) and 64 (8^2). To do this, square the first digit of your answer ($6^2 = 36$) and subtract the result from the first two digits of the original number ($38 - 36 = 2$). If the remainder is equal to or lower than your first digit (as here), then the second digit of your answer will be the lower of the two square roots (in this case 2, the square root of 4). If the result is *higher*, then your second digit will be the higher square root.

This is easier to do than to explain, as practice will prove. Try another number, say 2116. The lower square nearest to 21 is 16, so the first digit of your answer is 4, the square root of 16. No problem. The last digit of the original number (6) appears at the end of two of the first 10 squares, so you know that your second digit must be either 4 or 6 (the square roots of 16 and 36). Simply square your first digit (4), getting 16, and subtract it from 21, which gives you 5. Since 5 is higher than 4, you know that the second digit of your answer must be 6, the higher of the two square roots.

TRIPLE PLAY

This little demonstration should crush any lingering doubt about your mathematical prowess.

Ask your friend to write down any number, the bigger the better, and tell him that you will make it a multiple of 3 by inserting a single digit *at any point he chooses*—either at the beginning or the end or between any two digits.

Now take a quick peek at the number;

DOING THE CUBE

Yes, Virginia, there are other cubes besides Rubik's. And now that you can do squares faster than your pocket calculator, you'll find that cubes are mere playthings.

A cube is a number multiplied by itself twice. Here are the first 10 numbers and their cubes:

1^3	=	1
2^3	=	8
3^3	=	27
4^3	=	64
5^3	=	125
6^3	=	216
7^3	=	343
8^3	=	512
9^3	=	729
10^3	=	1000

In order to do the cube root of any number from 1 to 100 in your head, you'll have to memorize this list of cubes. Fortunately, numbers arrange themselves in lovely patterns, which make them easier to remember.

For instance, if you already know that the square of 7 is 49, simply multiply 49 by 7 to get the cube. A useful memory aid is that the cubes of 1, 4, 5, 6, 9, and 10 end in the same digits as their cube roots, and the others end in the difference between the cube root and 10. Notice also that each cube conveniently ends in a different digit.

Ask a friend to pick a number from 1 to 100, cube it, and tell you the result. He says 79507. You tell him at once that the number he started with was 43. He faints.

How it's done The last digit of your friend's cube can correspond with only one of the cube roots on the list, and that cube root is the last digit of your answer. In this case it's 3. Now drop the last three digits of your friend's cube and compare the remaining digit or digits with the cubes on the list. The cube root of the nearest lower cube is the first digit of your answer. The first two digits of 79507 are 79; the nearest lower cube is 64; the cube root of 64 is 4. Therefore the cube root of 79507 is 43. What could be simpler?

say it's 83759272. You immediately tell your friend that inserting the digit 2 will make the number a multiple of 3.

How to do it? With digital roots! (If you need help, see the Answer Drawer, page 72.)

Harry Lorayne has written ten books on memory training, including the best-selling *The Memory Book*. He conducts memory-training seminars and also appears frequently on TV talk shows.

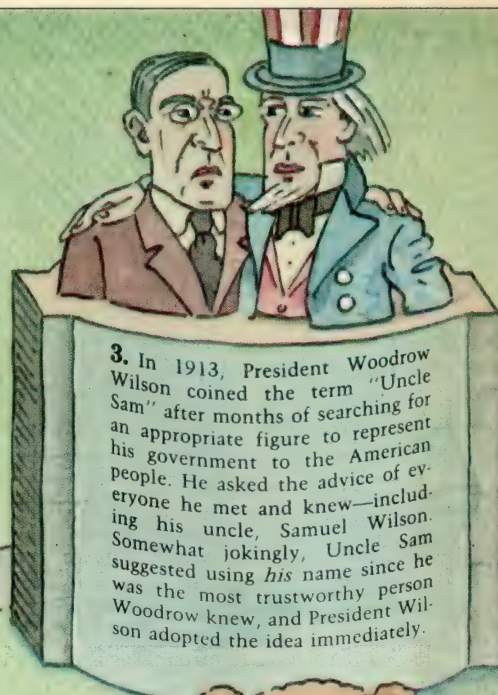
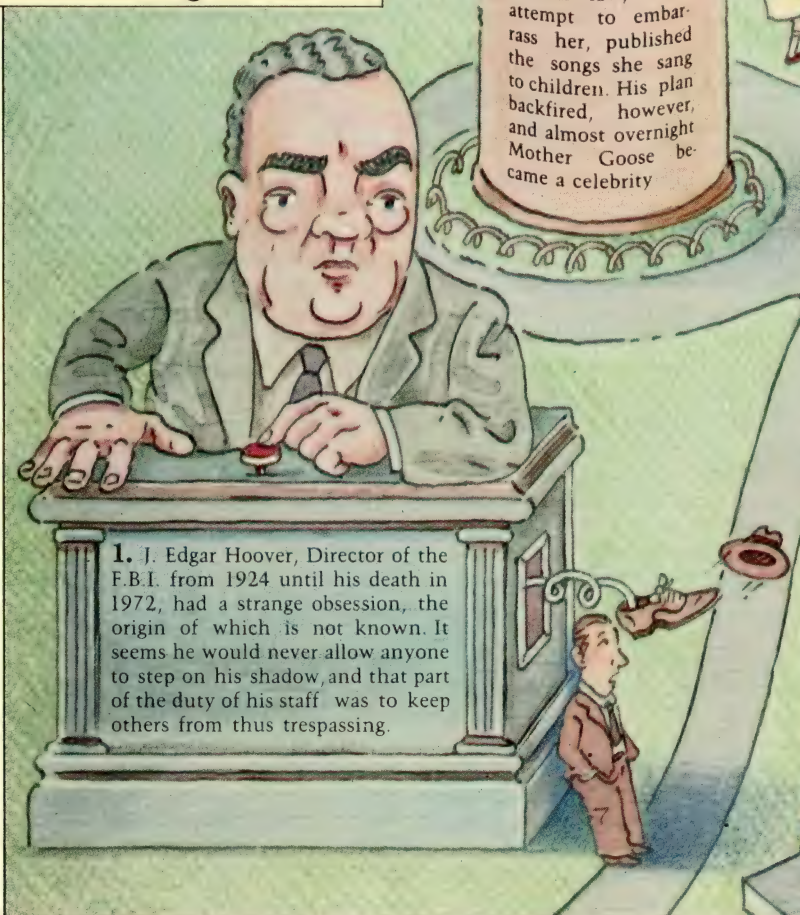
Foot- notes* to History

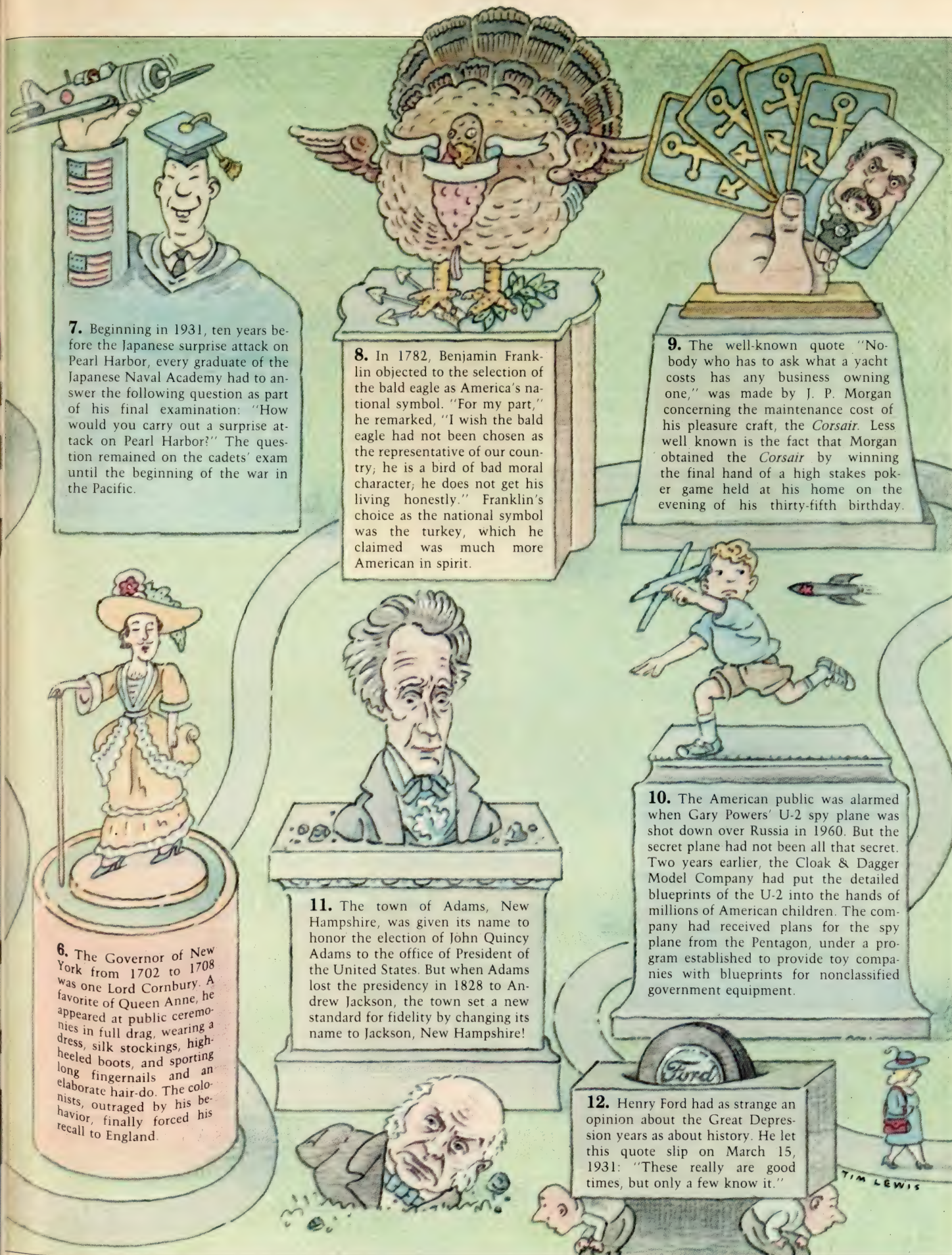
by Richard Shenkman

"History is bunk," said Henry Ford. Too bad he didn't live to take this quiz. For here, not only is the history bunk, but the bunk is bunk, too.

Now then, can you figure out which of the following "historical" anecdotes are true and which are false? *Answer Drawer, page 66.*

*and Leg Pulls





7. Beginning in 1931, ten years before the Japanese surprise attack on Pearl Harbor, every graduate of the Japanese Naval Academy had to answer the following question as part of his final examination: "How would you carry out a surprise attack on Pearl Harbor?" The question remained on the cadets' exam until the beginning of the war in the Pacific.

8. In 1782, Benjamin Franklin objected to the selection of the bald eagle as America's national symbol. "For my part," he remarked, "I wish the bald eagle had not been chosen as the representative of our country; he is a bird of bad moral character; he does not get his living honestly." Franklin's choice as the national symbol was the turkey, which he claimed was much more American in spirit.

9. The well-known quote "Nobody who has to ask what a yacht costs has any business owning one," was made by J. P. Morgan concerning the maintenance cost of his pleasure craft, the *Corsair*. Less well known is the fact that Morgan obtained the *Corsair* by winning the final hand of a high stakes poker game held at his home on the evening of his thirty-fifth birthday.

6. The Governor of New York from 1702 to 1708 was one Lord Cornbury. A favorite of Queen Anne, he appeared at public ceremonies in full drag, wearing a dress, silk stockings, high-heeled boots, and sporting long fingernails and an elaborate hair-do. The colonists, outraged by his behavior, finally forced his recall to England.

11. The town of Adams, New Hampshire, was given its name to honor the election of John Quincy Adams to the office of President of the United States. But when Adams lost the presidency in 1828 to Andrew Jackson, the town set a new standard for fidelity by changing its name to Jackson, New Hampshire!

10. The American public was alarmed when Gary Powers' U-2 spy plane was shot down over Russia in 1960. But the secret plane had not been all that secret. Two years earlier, the Cloak & Dagger Model Company had put the detailed blueprints of the U-2 into the hands of millions of American children. The company had received plans for the spy plane from the Pentagon, under a program established to provide toy companies with blueprints for nonclassified government equipment.

12. Henry Ford had as strange an opinion about the Great Depression years as about history. He let this quote slip on March 15, 1931: "These really are good times, but only a few know it."

GAMES & BOOKS

Edited by R. Wayne Schmittberger

1829 (Southern Edition) (Hartland Trefoil, available from The Games People Play, 1105 Massachusetts Ave., Cambridge, MA 02138, \$45 includes postage)

Although the object of this game—to amass the most money building and running railroads—is not unusual, the game itself, designed by the British company that originated *Civilization* (see July/August *Games & Books*), is extraordinary.

The board is a map of southern England, initially showing few cities and only fragmentary rail lines. Two to nine players take part. In the introductory and intermediate games, each player represents a different railroad company; in the advanced game, players buy shares of stock in various companies, which are then run by their majority shareholders.

On each turn, a company can lay track by placing a hexagonal tile on a board space. Tiles showing simple track configurations can later be replaced by more complex tiles, allowing the creation of crossings and junctions that link up previously unconnected lines. Similarly, changing tiles depict the growth of towns into cities. Companies also buy trains, run routes through stations they control or that are uncontrolled, and collect revenues according to the values of the stations passed through. In all this, luck plays no part whatsoever; the winner will be the best long-range planner.

As good as the intermediate game is, you probably won't



want to go back to it after trying the advanced game, which adds such complications as changing ownership of companies, separation of company and player assets, and rising and falling stock prices. The one drawback is that while the intermediate game can be played in two or three hours, the advanced game will last right through the night.

The price may seem excessive considering that the materials are mostly paper and cardboard, but the many hours of enjoyment you can expect to derive from it make the game a good investment. A Northern edition, depicting a map of northern England and Scotland, is also available. —R.W.S.

The Great Puzzle Catalog by the Editors of Consumer Guide (Beekman House/Crown, 1982, 320 pages, paperback, \$6.95); **Golden Pencil Cryptic Crosswords, Golden Pencil Double-Crostics, Golden Pencil Daily Crosswords, and Golden Pencil Sunday Crosswords** by Consumer Guide (Beekman House/Crown, 1982, 64 pages each, spiralbound, \$2.98 each)

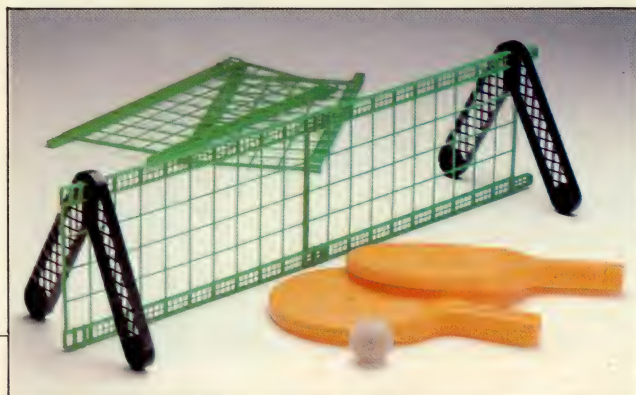
We thought we'd never see a book that had enough puzzles—but that was before we received *The Great Puzzle Catalog*, a giant 10½" x 14½" volume containing more than 1,000 puzzles in a dazzling variety at all levels of difficulty.

Unlike most oversize volumes of puzzles that are found on bookstore bargain counters, *The Great Puzzle Catalog* is a high-quality work with something for every puzzle solver, novice to expert. The puzzles vary from connect-the-dots and

what's-wrong-with-this-picture puzzles to tricky double-crostics and cryptic crosswords. (There's even a computer-generated maze that runs the entire length of the book along the bottom of each page.) The contributors include many familiar names—Henry Hook, Mike Shenk, Michael Ashley, William Lutwiniak, Eugene Maleska, and a host of others. Even if you *don't* have the time, you could lose yourself for months in this book.

For solvers who want only crosswords (American-style or cryptic) or only double-crostics, the publishers of *The Great Puzzle Catalog* have also issued four complementary volumes in a new "Golden Pencil" series devoted to these specialties. The volume of cryptic crosswords will be particularly welcomed by long-starved cryptic fans, because it's the first book of American cryptics in which all the puzzles play by modern square-dealing rules. We recommend it. It has been our happy bedside and train-commuting companion for three weeks, and we still have half the puzzles to go.

—W.S.



Nerf Ping Pong (Parker Brothers, \$10.50)

If you can't fit a Ping-Pong table into your house or apartment, here's a way to play on the dining room or coffee table without scratching the finish. The stiff plastic "net" rests on small foam pads and adjusts to any length up to four feet. The soft Nerf-balls react very much like real Ping-Pong balls, and with a little practice can even be made to spin. Smashes are tough to master, though, so we recommend feeding your opponent some high lobs the first few times you play. —R.W.S.



Tapeworm (Spectravision, for the Atari VCS, around \$20)

As in Pac-Man, the object of Tapeworm is to eat and avoid being eaten; and the game is every bit as addictive as Atari's Pac-Man cartridge. But that's where the similarity ends.

The player controls a moving worm who tries to eat (run over) beans (gray squares) that appear one or two at a time. If a timer runs out before the worm eats the bean, two more beans are added as penalties and the timer is automatically reset. One life is lost (you start with four) each time the worm's head touches any side of the screen or any of the obstacles that appear on the advanced boards (there are five boards in all), or the bird or insect that randomly attack; or when the worm runs over any part of its own body.

Sometimes a bean appears far from the preceding one; or it appears so very close that the player may miss it. The point is to figure out the shortest and safest path to each bean. But what makes the game really hard to beat (yes, it can be beaten—the highest possible score is 9,995) is that each bean the worm eats adds to its length, making it increasingly difficult to maneuver.

On each board, the worm must eat 10 beans (plus penalty beans, if any) and then a bonus fruit, which takes you to the next board. We usually die on the third board, in which the screen is dark. You can hit the fire button to send up a momentary "flare"—but each flare adds a penalty bean.

While its graphics are not exceptional, Tapeworm is an innovative cartridge with the kind of varying challenge that players will not easily tire of.

—P.M.W.

ETCETERA



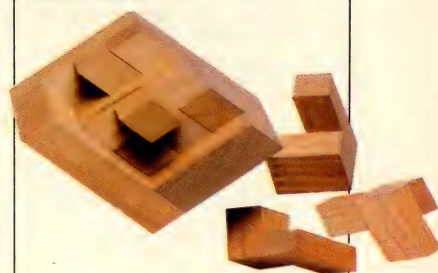
Space-N-Counter (GCE, around \$40) triples as a calculator, clock, and miniature game system. Three different and challenging avoid-'em and blast-'em games can be played on the LCD screen, which can quickly be hidden by a sliding panel as soon as the boss walks in.

Mobius Line (Toys and Games International, \$7.50) presents an unusual challenge to solvers: to twist the 12 faces until all the curves on them match up and form one continuous loop. Even if you only manage one of the easier tasks, such as forming three or four independent loops, you're doing rather well.



Tsukuda's Square (Gabriel, \$5.50) allows the rearrangement of square tiles by the novel mechanism of pushing levers—four on the side and one on top—in different sequences. In one version tiles are half red and half white, and the goal is to form patterns like the one shown; in the other, numbers are to be put in order as in the classic "15" puzzle.

Hexahedron (available from Rhombics, 36 Pleasant St., Watertown, MA 02172; \$30 includes postage) is a handsome puzzle-sculpture that resembles a skewed Soma cube. The seven cherry hardwood pieces fit together on the base in just one way; solving is much harder than it looks.



Ico (available from The Future Players, Inc. Box 50245, Tulsa, OK 74150, \$29.95 plus \$2 postage)

This unusual game consists of 12 plastic balls and 30 rods that are easily assembled into a 20-faced figure on which the game is played. The play-pieces are small markers that are attached to the rods during play.

The assembled figure is placed on any flat surface. At each turn a player attaches a marker of his color to one of the three rods that make up the face on which the figure is resting. The entire figure is then pivoted about the rod just played on, setting up a new face for the next player's turn.

Rules for four games of increasing difficulty are provided. The aim of the simplest game is to complete a triangle with your markers; of the intermediate game to complete a band of 10 rods; of the advanced game to mark a pentagon and its interior spokes; and of the master game to mark six nonadjacent rods (with the possibility of changing colors during play). Whichever variation is played, Ico is best for two players or teams, since in a three-player game one player may find himself able only to throw victory to one of the other players while being unable to win himself.

Ico is a challenging game that will not only test your spatial perception, but also improve it. For big spenders, editions made of more expensive materials are available for prices ranging up to \$300.

—S.S.



Hex

by R. Wayne Schmittberger

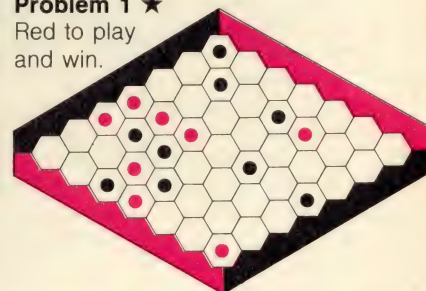
Invented independently by Piet Hein and John Nash in the 1940s, the connection game known as Hex is played on a board of hexagons arranged in a rhombus. Each player in turn places a piece of his color on any vacant hexagon. Once placed, pieces are never moved or captured. The winner is the first player to connect the two board sides of his color with an unbroken chain of hexagons occupied by his own pieces. Interestingly, draws are impossible.

Hex is usually played on boards of 11 x 11 or larger, but interesting problems can arise on much smaller boards. In solving these puzzles, note that two pieces situated as shown at right cannot be prevented from connecting to one another; for if the opponent occupies either of the two hexagons between them (the shaded ones), a play on the other one will solidify the connection.



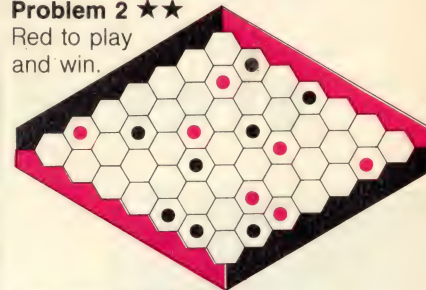
Problem 1 ★

Red to play and win.



Problem 2 ★★

Red to play and win.

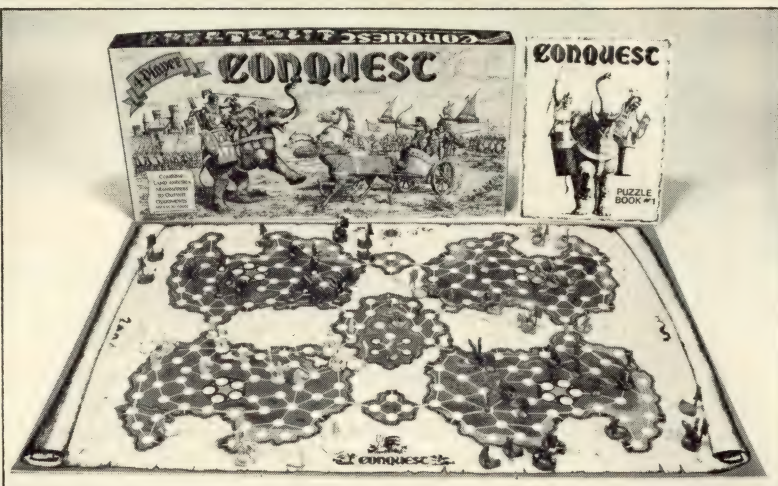


Problem 3 ★★★

Red to play. Who should win?



Answer Drawer, page 70



The strategy game in which you make 20 moves per turn combining your land and sea operations to outwit your opponent. No dice, strictly skill.

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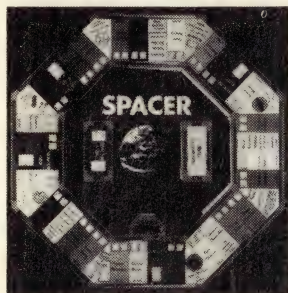
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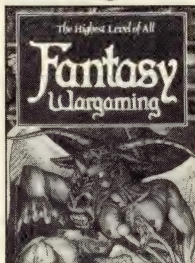
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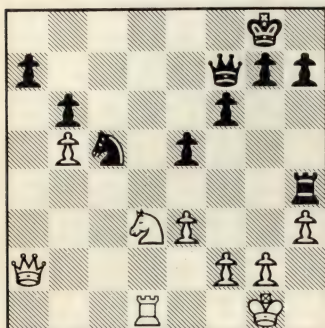
B. Dalton
BOOKSELLER

Chess

by Larry Evans

Problem 1 ★

Black

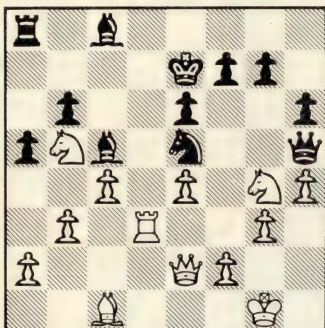


White

White to play and win.

Problem 2 ★★

Black

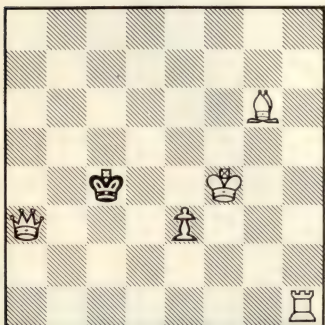


White

White to play and win.

Problem 3 ★★★

Black



White

White mates in two moves.

Answer Drawer, page 68

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..... you're invited

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- *through Oshkosh and Kermit and Cannon Ball*
- *over mountains and plains, from page to page, across the continent to San Francisco*

The \$27.50 entry fee [if in Canadian dollars, please add \$7] will get you on your way in quest of a trophy in your class, from first-timer to master. After you send in your answers to the questions that are asked along the course, we'll do the scoring for trophies. And everyone will get a jigsaw puzzle showing the overall course.

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- *One fine experience.*

The St. Valentine's Day Massacre
P.O. Box 53 • La Canada, Calif. 91011
(use separate sheet if you prefer)

Please send everything I'll need.
My entry fee (to 'Massacre') is enclosed.

name _____
address _____
city _____ state _____ zip _____

What are these objects?

Answer Drawer, page 71



1 Pour me!



7 Go with the flow



4 Quicksilver?



8 High-stepping



2 A hook you don't read



5 Bound to please



3 You'll flip



6 Calling cards

Next time the Postman rings ...it might be MURDER!



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35-MG82 A

CONTEST RESULTS

SIGN US TROUBLE

From September

More than 3,000 ingenious entries proved that signs could be created with typewriter symbols, although many readers relied on foreign pronunciations to make their points:

, to the pizza parlor
eat in °C spoon

(Translation: *comma* to the pizza parlor, eat in *de greasy* spoon.)

The asterisk was the most popular symbol, resulting in more Pastor Ricks than the clergy could possibly accommodate, and there were many *commatose* patients with *colon* trouble, sequels (C=s) to *E.T.*, and cats winning a paws trophy (*apostrophe*).

Other heavily duplicated signs appeared in video-game R Cades advising patrons to use ¼s, in banks where it makes ,N&¢ (common sense) to save, and in stores telling mothers to use P& (Pampers and . . .). The ampersand also showed up in signs directed at campers and hikers, and it seems that a lot of people wanted to ? (question Mark) about something or other. And we took due note of all the signs about GAMES going monthly, created by those who figured flattery would get them everywhere.

Since the rules called for signs (not letters or messages) and advised conciseness, many ingenious entries were disqualified for not being one or the other. We are, however, awarding an Honorable Mention T-shirt to Ernest J. Ceijas, of Santurce, P.R., whose entry was too lengthy to win but who brilliant-

ly used every single key, upper and lower, of our customized keyboard. His sign, to be posted in a college auditorium before graduation, began like this:

Dear (2 let U nO ° th@ R gr+U88 @

BBtOd
N
2
R
NNment XerSML 22day u+s will B R
ithi
c& 2 ! 4 a — Nd + all viRted

Translation: Dear parent this is (*parenthesis*) to let you know that after degrees (*that* comes after *degrees*) are bestowed on graduates at commencement exercises (*x er* plus *S-M-L*, as in sizes small-medium-large) Tuesday some of us will be piling into our (*N2R* are, literally, piled) campers and high-tailing it over to (*hi* tailing it over 2) Exclamation Point for a high-fun (*hyphen*) weekend (weak *N* plus *d*) and all are invited (*R* is literally in *vited*).

The grand prize winner is James A. Newell of McLean, VA. He wins an Olivetti Praxis-30 electronic portable typewriter for this sign on a classroom door for the students of Michelangelo:

No XMNAtion 2day

¢
the M*cre8ing
N l po)tine ChapL

Translation: No examination today since the Master is creating an eyepopper in the Sistine (*po* plus *parenthesis* plus *tine*) Chapel.

The runners-up, whose signs appear below, will receive GAMES T-shirts.

—G.R.

CAN YOU TRANSLATE THESE SIGNS?

1. Sign at a parapsychology research center

F u ½ xtra¢¢gre powrr r 6th ¢¢ 2 ne°
the Bu4d B88 Society
would like 2 ch@ with u
but u already new th@
un— u r a charla10
C Doctor PPle n room 321 Eet

—Judi Foster Grove, Richmond, VA

2. Sign in a seafood restaurant

tAATSt
CCCOE**CCCC

—Alan C. Jones, Greenville, NC

3. Sign in window of an animal shelter

4 sale @ the #
3 pe°d puPP
1 un42n8 hound

—M.J. Anderson, Tulare, CA

4. Sign on judge's desk at GAMES Magazine

2 = °
Stim8ed
YY typists R
& ½ a gr8er
+vantage N
this contSt

—Carol Hartford, Richmond, VA

5. Sign in an academy of culinary arts

2 + A P" R 2 @ X US ALL
NTICES BUT NO 1 H*THE UU OF
SPICES THE "A PRO()ONING OF
@ DISH U MUST @TAIN
THIS — IF SCHOOL A °U WISH

—James R. Skelton, Mountain View, CA

RECORD BREAKER

From September

The challenge was to find a set of 16 letters that, when arranged in a circle, would contain uninterrupted words reading clockwise and counterclockwise. Each word had to be different, and scored one point for each letter it contained (but words of fewer than four letters did not count). The winner, whose score of 194 topped the other 3,244 entries, is Bruce Ladendorf of Plainsboro, New Jersey. He will receive the grand prize of a Panasonic AM/FM stereo radio with phonograph and cassette.

A number of entries with higher scores were disqualified for containing words not in *Webster's Third*, the dictionary of record. The most common unacceptable words were those formed by adding prefixes and suffixes to legitimate words, yielding such monstrous creations as PREPERSEVERER and RE-CARTERS. Some entries also made the mistake of including the word GERS, which is a word not given a part of speech in the dictionary and therefore prohibited by one of the rules.

Runner-up prizes of a GAMES T-shirt go to: Raymond D. Love, Tucson, AZ (190); Chris Doyle, Burke, VA (187); John B.K. Ross, Ventura, CA (184); Nancy Wolfberg, Concord, MA (183); Gene Woodman, Vicksburg, MS (183).

—R.W.S.

The winning entry



Clockwise words MALA, MALATE, MALATES, ALATE, ALATES, LATE, LATEST, LATESTS, ATES, TEST, TESTS, ESTS, AROMA, MAMA, AMALA

Counterclockwise words MAMO, AMOR, AMORA, AMORAL, AMORALIST, AMORALISTS, MORA, MORAL, MORALIST, MORALISTS, ORAL, ORALIST, ORALISTS, ALIST, LIST, LISTS, ISTS, SETA, SETAL, TALA, LAMA

There's only one way to play it...



Wherever the music
is hot, the taste is KOOL.
Because there's only one
sensation this refreshing.



Warning: The Surgeon General Has Determined
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Kings, 16 mg. "tar", 1.1 mg. nicotine; Longs, 14 mg. "tar",
1.0 mg. nicotine av. per cigarette, FTC Report Dec. '81.

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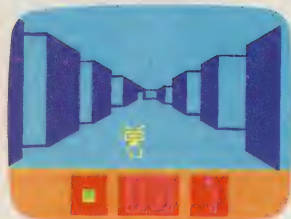


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CORPORATION

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☆☆ WILD CARDS ☆☆

Edited by Stephanie Spadaccini

LIST DEPT.

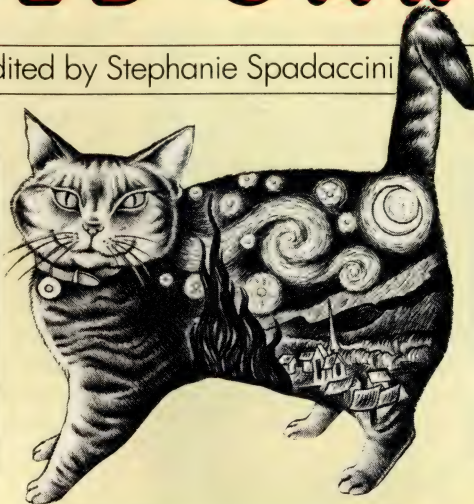
Crossing State Lines

How many states' names can you string together so that the last letter of one becomes the first letter of the next? For example, Wash-intoN, NevadA, Alaska, etc.

The most we could get was 13. Can you do better?

—Merl Reagle

Answer Drawer, page 72



TOUGH NUTS

Big Deal

Fifty-one cards that are dealt out among 17 blackjack hands produce exact counts of 21 in each hand. What is the value of the remaining card?

—R. E. Nelson

Answer Drawer, page 72

FOR THE RECORD

Sheep's Clothing

Can you think of two children's songs that have the same tune as "Baa Baa Black Sheep"?

Hint: If you're having trouble, try humming the tune and asking someone else what song it is.

—R.L.

Answer Drawer, page 72

LOOK

Good Heavens!

High school science students have been known to memorize the following sentence as an aid to their studies. Can you discover why?

Mother very effortlessly made a jelly sandwich under no protest.

—Bob Duchnick

Answer Drawer, page 72

WORDPLAY

A Quickie

Can you think of three common English words that begin with the letters *qu* but that aren't pronounced as if they began with *kw*?

—H.H.

Answer Drawer, page 72

NO KIDDING

Video Madness

Match the video game sound . . .

1. THUMP THUMP THUMP THUMP
2. WACA, WACA, WACA
3. PBXSHRRCHZZ
4. DEEDLE-LEE, DEEDLE-DEE
5. PLUGAHAAH, PLUGAHAAH
6. DRORUMMMMMMMMMMM
7. PHASHUU
8. CHEAU (said softly)

. . . with its source.

- a. The Spider in Centipede
- b. A Vader in Space Invaders
- c. The Qix in Qix
- d. Asteroids ship firing
- e. "The End" in Missile Command
- f. The Pac-Man
- g. Galaga Bugs dropping bombs
- h. Frog hopping in Frogger

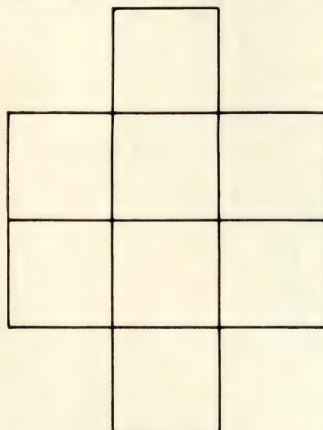
—from *Defending the Galaxy, the Complete Handbook of Video Gaming*, edited by Michael Rubin (© 1982, Triad Publishing)

Answer Drawer, page 72

NUMBER PLAY

Eight Is Enough

Michael Ecker recently sent us this old chestnut: Fill in the grid with the numbers 1 through 8, making sure that no two consecutive numbers are in boxes that are adjacent either horizontally, vertically or diagonally.



Answer Drawer, page 72

HALL OF FAME

Name-Dropping

If you told a friend you had seen Mick and Mia at your local deli, he'd know you didn't mean anyone but Jagger and Farrow. Some first names are so distinctive that the last names come easily. Or do they? We've dropped the last names from this list of well-known people. Can you supply them?

- | | |
|--------------|---------------|
| 1. Nipsey | 12. Gower |
| 2. Tab | 13. Coco |
| 3. Thurgood | 14. Butterfly |
| 4. Shari | 15. Strom |
| 5. Vida | 16. Keir |
| 6. Dore | 17. Blythe |
| 7. Cotton | 18. Armand |
| 8. Hayley | 19. Fess |
| 9. Twyla | 20. Beatrix |
| 10. Cyd | 21. Gore |
| 11. Zbigniew | 22. Ilie |

—M.E.S.

Answer Drawer, page 72

Q: What is the hardest thing in the world?

A: Tearing yourself away from an EPYX game.



Nobody but nobody builds more lasting playing value into their computer games than EPYX.

EPYX—computer games thinkers play. EPYX—producers of award-winning games (including "Crush, Crumble and Chomp"; "Dragon's Eye"; "Temple of Apshai" ... and dozens of other thinking games.) For Atari,* Apple,* Commodore,* Radio Shack,* and IBM* personal computers. EPYX—the leader in computer game quality, creativity, innovation.

You will love them all. Guaranteed. Write or phone for our latest catalog; it's absolutely free...we even pay the postage. Or stop in at your favorite computer dealer. He should have a supply of catalogs and he can also show you some of those marvelous EPYX games in action.

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AUTOMATED SIMULATIONS

1043 Kiel Court
Sunnyvale, California
(408) 745-0700

TEASERS

A Number of Questions

Test your numerical know-how in this numbing number quiz.

1. If you know that a roulette wheel is honestly run, and red has come up 19 times, what should you bet on the 20th?
2. If a very strong, very tall man and a normally strong, rather short man want to reach as high as possible, who should stand on whose shoulders?
3. Time limit 10 seconds: Which is the least frequently used digit in the list of integers from 0 to 99?
4. Approximately how many cells are there in a egg yolk?
5. "I am not even seven," wailed Stanley, throwing tricycles. . . . What word comes next?

—from *PuzzleQuiz* (Thomas Y. Crowell).
© 1978 by Stephen Barr

Answer Drawer, page 72

LOGIC

Island Chestnut

"This island," said the guide as we stepped off the boat, "is populated by two tribes—Liars and Truth-tellers."

"Oh, no," I groaned. "I hate these islands."

"Don't worry," said the guide. "We'll soon know who we can trust."

Three natives approached us. "Which tribe are you from?" the guide asked the first native. The native replied, but his answer was muffled by the wind.

"He said," explained the second native, "that he's a Truth-teller. We both are."

"You can't believe *him*," said the third native of the second.

"There," said the guide. "That was simple."

Who told the truth?

—Nasser Shukyar

Answer Drawer, page 72

TRIVIA

A Matter of Opinion

Each of these movies earned an Oscar nomination for "Best Picture" of its year—and 10 of them were simultaneously listed among the *worst* of that year's movies by the *Harvard Lampoon*. Which 10 received that double, if dubious, honor? And which "worst" actually won the Oscar?

<i>The Towering Inferno</i>	<i>Airport</i>
<i>American Graffiti</i>	<i>Deliverance</i>
<i>A Clockwork Orange</i>	<i>Rocky</i>
<i>The Sand Pebbles</i>	<i>Taxi Driver</i>
<i>Midnight Cowboy</i>	<i>Patton</i>
<i>Fiddler on the Roof</i>	<i>Love Story</i>
<i>Doctor Doolittle</i>	<i>Cabaret</i>
<i>The Exorcist</i>	<i>Cleopatra</i>
<i>Hello, Dolly!</i>	<i>Mary Poppins</i>

—S.A.S.

Answer Drawer, page 72

NO KIDDING

The Man for the Job?

For a 96-cent fee, aspiring politician John Lewis found a simple and cheap way to distinguish himself from other candidates: He changed his name. Britons are guaranteed at least a chuckle if they vote for Tarquin Fintimlinbinwhinbimlin Bus Stop-Ftang-Ole-Biscuit Barrel for Parliament.

WORDPLAY

Animal Crackers

Some letters are missing from the word list at right. Replace each set of asterisks with the name of a member of the animal kingdom to form a complete word.

For example, "edu**ion" plus "cat" is "education."

—Henry E. Leabo

Answer Drawer, page 72

- | | |
|----------------|---------------|
| 1. over****ing | 8. f***ing |
| 2. pre***sile | 9. b***ing |
| 3. ma***any | 10. mon**ide |
| 4. mil****th | 11. par***t |
| 5. mj****ave | 12. c****ake |
| 6. br***ry | 13. py***id |
| 7. nar***ive | 14. pro***ion |

TOUGH NUTS

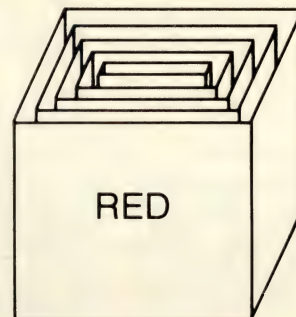
A Box of Boxes

The red box pictured here contains four red or white boxes. Of the five boxes, there is a red box that contains only one white box. There is a white box that contains only one red box and is contained by only one red box. List the color of each box starting from largest to smallest.

Note: Other boxes not mentioned may be present. For example, if we say that a red box contains only one white box, that red box may or may not contain some red boxes. We've left that for you to figure out.

—Keith Ringkamp

Answer Drawer, page 72



Simply Remarkable... Simply Rechargeable.

It is remarkable how simple it is to recharge "Eveready" Rechargeable Batteries. And they can be recharged up to 1000 times... simply and safely. Just put these "Eveready" Rechargeable Batteries in this compact "Eveready" Charger, and plug it into any household outlet overnight for fresh, charged-up batteries whenever you need them. And it only costs you pennies.

Recharging batteries was never simpler! So get our "easy-to-charge" rechargeable batteries and the convenient charger... all quality products from "Eveready"—the number one name in batteries.



EVEREADY Rechargeable Batteries

"Eveready" is a registered trademark of Union Carbide Corp. Battery Products Division, Old Ridgebury Road, Danbury, CT. 06817.

Q ■ Where Can You Turn ■ Issue Of GAMES?

A ■ Turn To

Great news for puzzle lovers! Just when you thought it was safe to put down your pencil, here come more exciting original puzzles from the editors of GAMES! THE FOUR-STAR PUZZLER picks up where GAMES Magazine leaves off.

THE 4★ PUZZLER

O The Scoop

ANN STONE

Oh, no! Yes, this is a different letter of the alphabet than Nathaniel Hawthorne's!

Crosswords Today

Some Personal Thoughts
MERL REAGLE

In 1969 Will Weng became the second *New York Times* crossword editor and in 1977 Eugene Maleska became the third. These two editors of the most prestigious crossword page in America could not be more opposite in editing styles and puzzle values. Weng likes puzzles tricky, huzzle values. Maleska likes mororous, full of surprises. Maleska likes puzzles more serious, literate, and disciplined. Their opposing influences on crosswords have been dramatic.

Weng, for example, virtually discarded the crossword construction rule that limits the number of black squares in crossword grids; Maleska toughened it. Weng is lenient in limiting "fragment" answers—pieces of longer phrases such as "IN THE ('_ know')"; Maleska is ("What _ mind reader?"); Maleska is strict. And while Weng is ultra liberal in what he considers acceptable answer phrases, Maleska is conservative.

Softening the rules, even just a bit, allows constructors to fit more theme answers into a diagram and often achieve a state of interlock. Such "wide-

ACTUAL SIZE
8 1/2" x 11"

THE 4★ PUZZLER

The Letter Rebus

PHILIP M. COHEN

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The Sphinx Page

THE FOUR-STAR PUZZLER

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On's Legal

JACK LUZZATTO

This is a legal puzzle that appears in every issue of *THE FOUR-STAR PUZZLER*. The puzzle is a word, which appears in every issue of *THE FOUR-STAR PUZZLER*.

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
2. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
3. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Order! Order!

Logic Puzzle

LEIGH KINGS

This is a logic puzzle that appears in every issue of *THE FOUR-STAR PUZZLER*. The puzzle is a word, which appears in every issue of *THE FOUR-STAR PUZZLER*.

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
2. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
3. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Prestidigitatation

Diagramless Crossword

SHIRLEY HART

This is a diagramless crossword puzzle that appears in every issue of *THE FOUR-STAR PUZZLER*. The puzzle is a word, which appears in every issue of *THE FOUR-STAR PUZZLER*.

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
2. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
3. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Cryptography

SALLY PORTER

This is a cryptography puzzle that appears in every issue of *THE FOUR-STAR PUZZLER*. The puzzle is a word, which appears in every issue of *THE FOUR-STAR PUZZLER*.

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
2. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
3. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Miles to Go

Logic Puzzle

PAUL R. MORTON

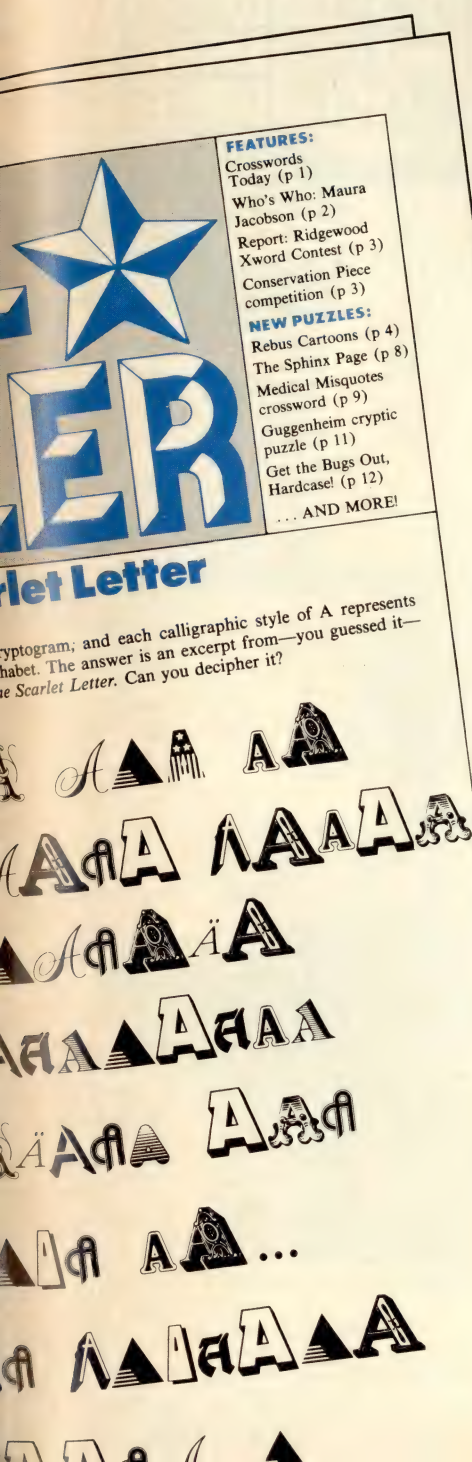
This is a logic puzzle that appears in every issue of *THE FOUR-STAR PUZZLER*. The puzzle is a word, which appears in every issue of *THE FOUR-STAR PUZZLER*.

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
2. A B C D E F G H I J K L M N O P Q

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ANSWER DRAWER

50 Call Our Bluff

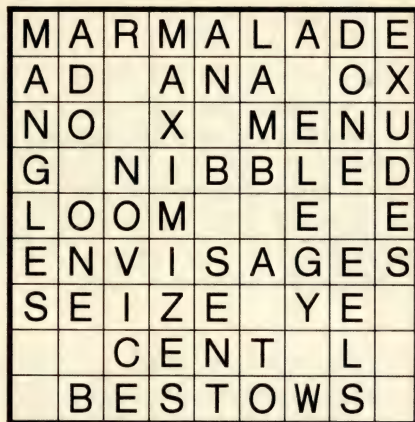
The tall tales are #3, #9, and #10.

The true anecdotes are adapted from the book *One Night Stands With American History* © 1980 by Richard Shenkman and Kurt Reiger, courtesy of Morrow Publishing Co.

31 United Nations

1. Brazil, Israel, Greece
2. Uganda, Ceylon, Kuwait
3. Sweden, Canada, Mexico
4. France, Cyprus, Turkey
5. Poland, Angola, Norway

43 Missing Links



58 Contest Results

Sign-Ups Trouble

1. If you have extrasensory powers or sixth sense to any degree, the Buford Bates Society would like to chat with you. But you already knew that unless you are a charlatan. See Dr. Peasley in Room 321 East.
2. Tastiest oysters in the seven seas
3. For sale at the pound. Three pedigreed puppies One unfortunate hound
4. To some (sum) degree, wise typists are underestimated and have a greater advantage in this contest.
5. To add a pinch or two at times us all entices But no one has to risk the overuse of spices The quota proper in the seasoning of each dish You must attain if from this school a degree you wish

42 Double Cross

- | | |
|-----------------|-----------------|
| A. VLADIVOSTOK | L. OLD SCHOOL |
| B. NOTEWORTHY | M. NOTTINGHAM |
| C. ADMINISTER | N. GLITTERS |
| D. BRISK | O. OUTSTRIPPED |
| E. OFF-THE-CUFF | P. PASTRIES |
| F. KNACKWURST | Q. INTERSTATE |
| G. OHIO STATE | R. NIGHTIES |
| H. VIGORISH | S. IDIOSYNCRASY |
| I. SKEDADDLE | T. OTHERWISE |
| J. THOUGHTLESS | U. NOSTRADAMUS |
| K. ROADS | V. STAGGER |

We might list the greatest artists in Russian prose thus: first, Tolstoy; second, Gogol; third, Chekhov . . . This is rather like grading students' papers and no doubt Dostoevski and Saltykov are waiting at the door of my office to discuss their low marks.—Vladimir Nabokov, *Strong Opinions*.

43 Domino Logic

0	0	1	0	5	0	3	4
3	3	6	4	3	0	0	3
6	6	5	4	2	4	6	1
6	6	6	4	2	2	1	3
3	3	4	2	1	0	5	5
2	1	1	5	6	1	0	5
2	2	1	4	2	5	4	5

32 Wacky Wordies Return!

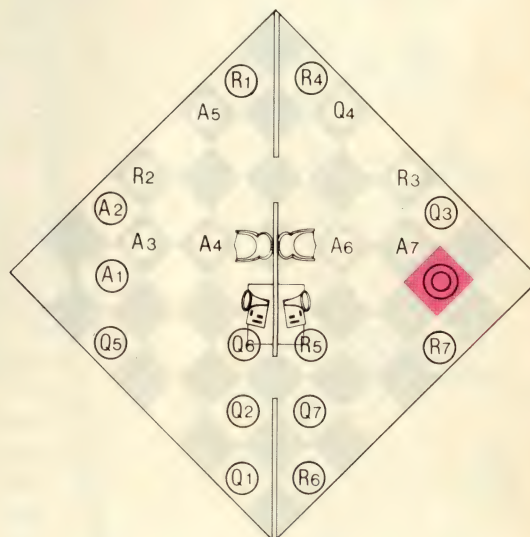
- | | |
|---------------------|--------------------------------|
| 1 Melting pot | 17 Blooming idiot |
| 2 Jack-in-the-box | 18 Sales tax |
| 3 The plot thickens | 19 Bobolinks |
| 4 Hard as nails | 20 Disappearing act |
| 5 String quartet | 21 Cross-stitching |
| 6 Spellbound | 22 <i>The Great White Hope</i> |
| 7 George Burns | 23 Panic button |
| 8 Rubber checks | 24 Mental blocks |
| 9 Curlicues | 25 Pig Latin |
| 10 Fancy footwork | 26 Diet of Worms |
| 11 Crime wave | 27 Pointer Sisters |
| 12 Electric eye | 28 Thumbscrews |
| 13 Zip code | 29 Broken promise |
| 14 Ivy League | 30 Spiral notebook |
| 15 Home stretch | |
| 16 Strip tease | |

22 The Looking Glass Game



The diagram shows the positions of all the players for each photo, with the Mystery Square shaded in red. The Mystery Square is not only missing from the photos, it's missing

from the board as well. Alice, the Rabbit, and the White Queen all land there on their final move, as shown in the photo at left.



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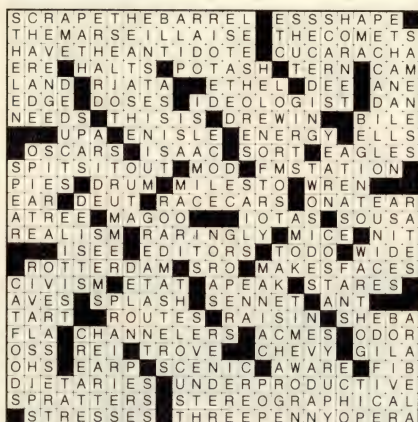
40 Score Five

Move diagonally to the 6. This forces the next move for both your opponent and yourself, a 4 and a 1, bringing the running total to 127. Your opponent has a choice of 4 or 9; whichever he chooses, take the other to bring the total to 140, adding this score to your side. You can prevent your opponent from scoring further by making moves that bring the running total to a multiple of five whenever possible.

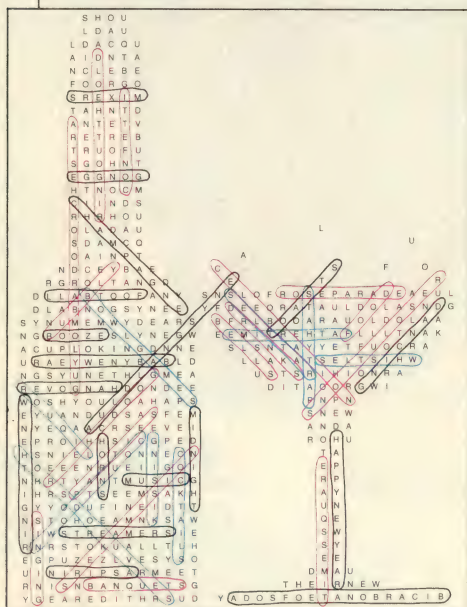
29 The Blues

1. Blue jeans
2. Blueprint
3. Bluegrass
4. True blue
5. *The Hill Street Blues*
6. Blue chips
7. *The Blue Lagoon*
8. "Blueberry Hill"
9. *The Blue Danube waltz*
10. Blue-collar worker
11. Out of the blue
12. Vida Blue
13. Once in a blue moon
14. "Blue Suede Shoes"
15. Bluebeard
16. Little Boy Blue
17. Talk a blue streak
18. Blue Cross/Blue Shield

45 Cornerstones



28 Happy 1983!



6 Letters

Rethinking Physics

In real-life puzzles such as "Thinking Physics," it's seldom practical to state every possible fact that could influence the answer, and solvers are expected to make reasonable assumptions. For example, in problem 3—"Turning Cart Wheels"—it's necessary to assume that the two wheels can turn independently of each other. In problem 5, "Going Down," our answer is correct if, for purposes of the puzzle, the rope—or whatever is being used to hold up the boulder—is disregarded (treated as having no weight or volume). Otherwise, the buoyancy of its material would have to be known in order to answer the question.

Among the other questions raised by readers:

Magnet Car Will hanging a magnet in front of an iron car make it go? By "go" we meant "move a significant distance," so the answer was (c), it will not. If a strict reading interprets "go" as meaning to move in any way, then, as Bob Blumenfeld and others pointed out, the answer would be (b), it will move if there is no friction.

Cold Bath When an iceberg in a bathtub full of ice-cold water melts, what will the water do? Some readers thought it would spill over, others thought the water level would go down. Both objections overlook the fact that the iceberg floats, and the part sticking out of the water will exactly compensate for the change in volume of the part below the water when it melts. Our answer—(c), it will not spill over—is correct.

Carousel If two boys are on a carousel and one throws a ball to the other, where does it go? Some readers said the answer would depend on the speed of the carousel. But for any answer other than ours—(b), it goes to the right of the second boy—to be correct, the carousel would have to be rotating so fast that the two boys would be thrown off by centrifugal force!

Tough Nut How do you free a nut that's very tight on a screw? Heating it (b) was our answer. When heated, everything—even the space between the nut and bolt—gets bigger in the same proportion.

And you must assume the nut and bolt are made of the same material.

Cream It To keep your coffee hot, should you add cream right away or when you're ready to drink it? Any way you look at it, adding cream reduces the rate of heat loss, so our answer—(a), right away—is correct. Cooling the coffee early by adding cream reduces the rate of evaporative heat loss; changing the color of the coffee reduces its rate of heat radiation (white does not radiate as well as black); and cooling the coffee early reduces the convective mixing in the cup, which makes it harder for heat to escape from inside the liquid. In addition, heat loss by conduction is proportional to the temperature difference between the coffee and its environment and to the surface area through which heat is conducted away from the coffee. If heat is lost only from the top of the coffee, adding cream will reduce the temperature difference without changing the exposed surface area. If you include the area of the sides and add enough room-temperature cream to double the volume of coffee, you will halve the temperature difference between the coffee and environment but will not double the surface area, because even though the area on the sides doubles, the area on the top and bottom of the cup do not change (assuming vertical sides). Thus, adding cream reduces the rate of heat loss by conduction.

Torque You have no pipe to place over your wrench handle to increase your leverage and help you loosen a bolt. Should you use rope? Some readers thought it would help, because tying the rope closer to the end of the wrench than your hand can get would produce leverage. But the difference is negligible (and would require making assumptions about the width of the rope), so our answer—no, don't bother—is correct.

Lewis C. Epstein

Insight Press

614 Vermont St.

San Francisco, CA 94107

29 Can You Beat It?



55 Chess

1. (Bronstein-Vasiukov, 1973) 1. Nd3xe5! f6xe5 (or Qf7xa2) 2. Rd1-d8 and mate.
2. (Ivanov-Mashin, 1971) 1. Ng4-f6! Qh5xe2 2. Nf6-g8 + Ke7-e8 3. Nb5-c7 + Ke8-f8 4. Rd3-d8 mate.
3. (Composed by Sam Loyd) 1. Rh1-h6! If 1. ... Kc4-d5 2. Bg6-f7 mate and if 1. ... Kc4-b5 2. Bg6-d3 mate.

41 Cryptic Crossword

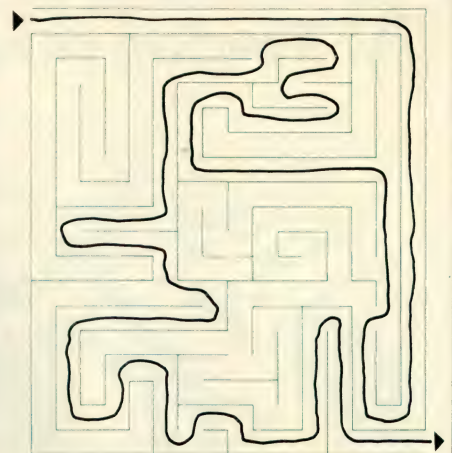
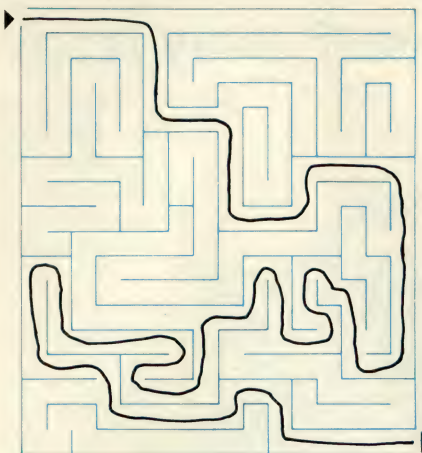
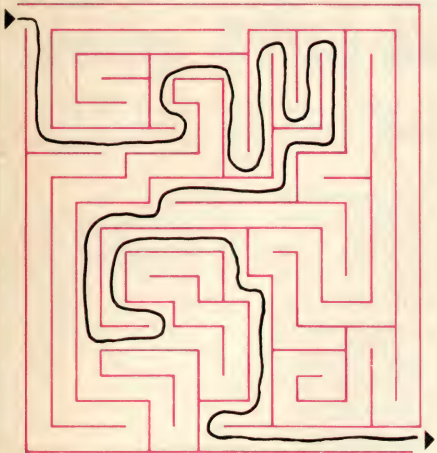
ACROSS

- 1 Purer (purer — o)
- 4 Lollipops (pool spill)
- 9 Aspirants (train pass)
- 10 Opera (O.P. + era)
- 11 Mobs (Monastic Order Began Singing)
- 12 Gruesome (grew some)
- 15 Trigonometry (motoring + E + try)
- 18 Anatomically (an + atomic + ally)
- 21 Massacre (arms case)
- 22 Omen (women — w)
- 25 Amigo (A.M. + I + go)
- 26 Chitchats (cats + hitch)
- 27 Monotones (moonstone)
- 28 Sheds (she + Ds)

DOWN

- 1 Playmate (lay + mat + P.E.)
- 2 Republic (club pier)
- 3 Rare (Rock And Roll Encyclopedia)
- 4 Lynx (links)
- 5 Laser beams (realm's base)
- 6 Isometrics (eroticism's)
- 7 Ocelot (Leo + Oct.)
- 8 Stayed (staid)
- 13 Roundabout (round + a + bout)
- 14 Costa Rican (co-star + I + can)
- 16 Clambake (cake + lamb)
- 17 Hypnosis (syphon + I's)
- 19 Embalm (Melba + M)
- 20 Assign (as + Gls + N)
- 23 Firs (first — t)
- 24 Aces (races — r)

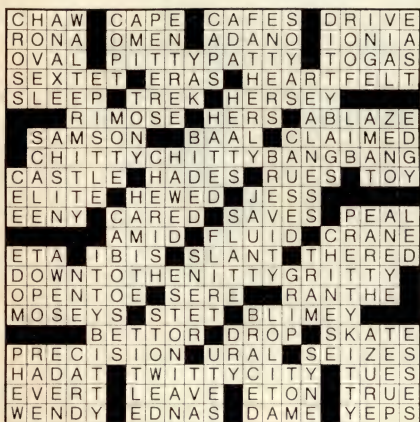
12 Three Stripes and You're Out



30 Cryptolists

- | | |
|--------------------------------|---------------------------------------|
| 1. Famous "Docs" and "Doctors" | 4. Brand Names That Have Become Words |
| Seuss | Escalator |
| Pepper | Aspirin |
| Scholl | Kerosene |
| Holliday | Yo-yo |
| No | Zipper |
| Savage | Trampoline |
| Dolittle | Thermos |
| Severinsen | Corn Flakes |
| Zhivago | Mimeograph |
| Jekyll | Nylon |
| 2. Defunct Autos | 5. '60s Rock Groups |
| Packard | Buffalo Springfield |
| Rambler | Strawberry Alarm Clock |
| Edsel | Ultimate Spinach |
| Stutz Bearcat | Moby Grape |
| Hupmobile | Iron Butterfly |
| Corvair | Lovin' Spoonful |
| Kaiser | Electric Prunes |
| Studebaker | Herman's Hermits |
| Pierce-Arrow | 6. Overheard at the Bar |
| Pinto | Come here often? |
| 3. Circus Acts | Are you alone? |
| Strong Man | My name's Brad |
| Sword Swallower | Your place or mine? |
| Human Cannonball | Busy tomorrow night? |
| Dancing Bears | What's your sign? |
| Bearded Woman | Buy you a drink? |
| Trapeze Artists | Get lost, creep |
| Lion Tamer | |
| Fire Eater | |
| Contortionist | |
| Acrobats | |

39 Echo Chamber



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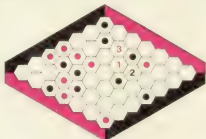


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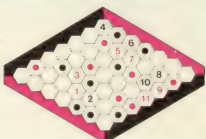
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54 Hex

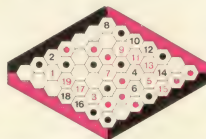
1. A Red play at 1 insures a connection to the top. If Black answers at 2, Red plays 3; while if Black plays 3 instead of 2, Red will win by playing at 2.



2. Red 1 is the play, leading to the winning sequence shown. If Black plays 2 at 3 instead, Red connects at 2 and then wins after Black 8, Red 9.



3. Red wins with best play; one possible sequence is shown. Red's first move could also have been at 3, and the order of moves could have varied in some other places as well. For instance, if Black had played move 2 at 3, Red would have won by playing at 2, which might then have been followed by Black 8, Red 9, Black 10, Red 11, Black 12, and Red 5. A more subtle defense by Black is to answer Red 1 with a play at 4; but then Red 2, Black 8, Red 5 (!), Black 9 (to prevent the connection in the diagram that began with Red 9), Red 6, and now Red will win by playing either 3 or 7.



34 Hollywood Boulevard

1	Movies	Actors/Actresses
	Annie Hall	
	Reds	Diane Keaton
	Bonnie and Clyde	Warren Beatty
	Little Big Man	Faye Dunaway
	Kramer vs. Kramer	Dustin Hoffman

2	Movies	Actors/Actresses
	Mary Poppins	Julie Andrews
	Victor/Victoria	Robert Preston
	The Music Man	Shirley Jones
	Elmer Gantry	Burt Lancaster
	Airport	

34 7-Square

W	A	S	S	A	I	L
A	N	T	E	N	N	A
S	T	R	I	N	G	Y
S	E	I	Z	U	R	E
A	N	N	U	L	A	R
I	N	G	R	A	T	E
L	A	I	N	G	R	E

27 Jigsaw Words

A	C	T				G
M	A	R	I	N	E	
D	E	N	Y		E	N
A	R	T		D	U	E
L	I	E	D		T	R
I	C	E		D	R	A
A	N	N	U	A	L	
N			E	L	S	

ANSWER DRAWER

41 Cryptic Warm-Up Puzzle

ACROSS

- HAIR. The word HAIR (defined as "fur") sounds the same as HARE ("bunny"). The word "say" indicates that the answer is a homophone of the adjacent word, HARE.
- MONTANA. The answer MONTANA ("state") is an anagram of the words NOT A MAN. The words "is confused" suggest the mixing of the letters.
- GENERAL. The word GENERAL in two different senses means "unspecific" and "officer."
- STEW. The word STEW ("goulash") is WETS ("adds water to") reversed. The phrase "upon reflection" indicates cryptically that WETS is to be entered backwards.

DOWN

- HOMAGE. The answer, HOMAGE ("praise"), is hidden in the phrase "OklaHOMA GEts." The words "section of" suggest that the answer is a part of the following phrase.
- INNING. The word INNING ("part of a baseball game") is the word WINNING ("triumphing") without its first letter, that is, "after the first."
- CARROT. The answer, CARROT ("rabbit fuel"), is a combination of CAR ("auto") and ROT ("decay").
- CALLOW. If the word COW is placed around, or "eats," the word ALL ("everything"), the result is CALLOW ("immature").

56 Eyeball Benders

- Sugar dispenser
- Matchbook cover
- Electric curler
- Plastic knife
- Ring from looseleaf binder
- Rolodex
- Lotion pump
- High heeled shoe

34 Initialette

Among the possible answers are:

Nathan Hale, Nathaniel Hawthorne, Noel Harrison
Edward Albee, Edwin Aldrin, Eve Arden, Eddie Albert, Edie Adams
Willie Nelson, Wayne Newton, Waslaw Nijinsky
Yuri Gagarin
Eugene O'Neill, Edmund O'Brien, Eugene Ormandy
Amy Vanderbilt, Abe Vigoda, Amerigo Vespucci
Ralph Edwards, Ray Eberle, Ralph (W.) Emerson
Sam Rayburn, Sally Rand, Sigmund Romberg,
Sergei Rachmaninoff

31 Getting Along in Brooklyn

A	M	O	S		S	N	A	I	L		B	A	R	K
Y	O	K	O		T	A	N	T	E		I	L	I	E
N	O	I	M	R	U	N	N	I	N	G	L	A	T	E
	R	E	B	E	C	C	A		O	L	S	E	N	
		R	A	K	E		M	O	B	Y				
A	N	G	E	L	A		M	O	L	L		W	A	G
B	O	A	R		H	O	R	A	E		H	R	H	
I	M	F	O	N	D	E	R	O	F	T	H	E	S	E
R	A	F		A	R	L	E	N		I	R	O	N	
D	D	E		S	A	G	S		C	A	D	E	N	T
		A	S	T	A		F	O	I	E				
G	O	O	S	E		E	A	R	M	A	R	K		
I	T	S	W	R	O	N	G	T	O	S	W	E	A	R
L	O	L	A		R	E	G	A	N		A	N	T	I
L	E	O	N		T	E	S	L	A		Y	O	Y	O

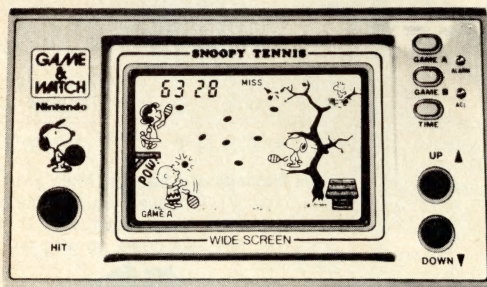
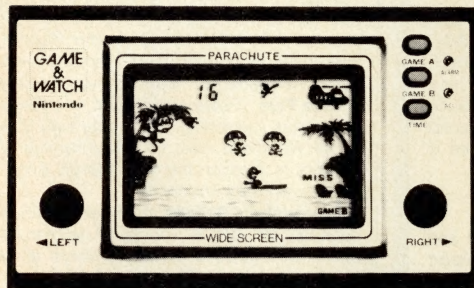
46 Objects of Wonder

- (c) Breast Enlarger. "If nature has not favored you with that greatest charm, a symmetrically rounded bosom, send for the Princess Bust Developer and you will be pleased over the result of a few weeks' use. Price for developer, bust expander, and bust food, complete, \$1.46."
- (b) Harmonica. "Our special concert harmonica, with bells. Best quality. Price, 65¢."
- (b) Hearing Tube. "A most useful article for deaf people. Imported by ourselves. Price for small, \$3.00; medium, \$3.50; large, \$4.00."
- (a) Sauerkraut Cutter. "8 x 26 inches, 3 cast steel knives, with slide box. \$1.00."
- (c) Revolving Inkstand. "Each, 20¢."
- (c) Five-Egg Poacher. "Each egg is of uniform size, perfectly cooked. 'A round of white with a firm golden center.' 25¢."
- (b) Toothpick. "Fine solid gold. Price, \$1.55."
- (d) Magic Lantern. "A most excellent lamp for public entertainment, army posts, societies, Sunday schools, etc. Gives a uniform 10-foot sharp cut picture at a distance of about 18 feet from the screen. Price complete, without views, \$27.50."
- (a) Lemon Squeezer. "The World's Fair Lemon Squeezer, the handsomest and most complete lemon squeezer in the market. 20¢."
- (a) Boot Cleats. "Hand-made. Sizes extra small, small, medium, large. Put up 100 in packages. Per doz., 7¢."

Fake Advertisement

The "Fake Ad" announced in the Table of Contents was for "Save the Cockatrice!" and appeared on page 54.

Video Game Action in the Palm of Your Hand



Experience the latest in video game entertainment with **Game & Watch** — action packed, palm size video games by **Nintendo**. Rescue parachuting divers from hungry killer sharks with "Parachute", or create tennis madness with Charlie Brown and Snoopy in "Snoopy Tennis". All games feature mini LCD screen with multiple skill levels, complete with super sound effects. And each game functions as an alarm clock with built-in stand. The price is just \$26.95 plus postage and handling.

Pocket Size Donkey Kong

Donkey Kong now comes in a pocket sized version. Complete with dual LCD screens and super graphics with all the excitement of the original arcade version. Order yours today for just \$33.95 plus postage and handling.

Mail to: **LANDMARK**

849 Stoneman Way • El Dorado Hills, CA 95630

YES, please rush me the amazing new Game & Watch. I've \$26.95 per game for Parachute & Snoopy Tennis; \$33.95 per game for Donkey Kong, plus \$2.50 postage and handling. Calif. residents add 6% sales tax.

My name is _____

I live at _____

City _____ State _____ Zip _____

Indicate Choice & Quantity

_____ Parachute _____ Snoopy Tennis _____ Donkey Kong

48 Math Genius

Triple Play

To determine which digit to insert in a given number to make that number divisible by 3, first find its digital root. If the result is already a multiple of 3, then so is the number itself—but to make the task look hard, pick either zero or any multiple of 3 (3, 6, or 9) and ask your friend to insert that digit in the number. If the digital root is not divisible by 3, the digit you need is the difference between the digital root and the nearest higher multiple of 3. The digital root of the example, 83759272, is 7. Therefore the digit 2 (the difference between 7 and 9) may be inserted anywhere in the number to make it a multiple of 3.

4 Your Move

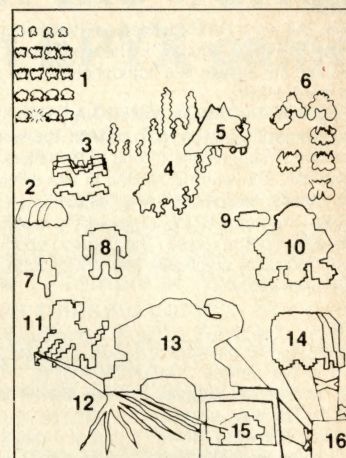
Only a Day Away

If Sylvester is lying, tomorrow could only be Saturday. But if tomorrow were Saturday, today would be Friday, a truth day for Alexander. Since Alexander tells the truth on both Fridays and Saturdays, tomorrow cannot be Saturday. Therefore Sylvester is telling the truth, Alexander is lying, and tomorrow is Tuesday.

Sanka Very Much

One cup of 97 percent caffeine-free coffee contains three percent of the caffeine in one cup of regular coffee. You'd need $33\frac{1}{3}$ cups to get 100 percent.

Cover: Video Villains



The video villains on our cover, and the arcade games from which they were photographed, are as follows (numbers refer to the schematic): 1. Invaders, from Space Invaders; 2. Shadow, from Pac-Man; 3. Spider, from Centipede; 4. Red Galaxian, from Galaxian; 5. Enemy plane, from Zaxxon; 6. Galagans, from Galaga; 7. Mutant, from Defender (or Stargate); 8. Robot, from Berserk; 9. Light Cycle, from Tron; 10. Mystery base, from Scramble; 11. Monkey, from Kangaroo; 12. "Qix," from Qix; 13. Ape, from Donkey Kong; 14. Pooka, from Dig-Dug; 15. Doctor in window, from Crazy Climber; 16. Flippers, from Tempest.

WILD CARD ANSWERS

Crossing State Lines

Utah, Hawaii, Idaho, Ohio, Oregon, New York, Kansas, South Carolina, Arkansas, South Dakota, Arizona, Alabama, Alaska.

Sheep's Clothing

"Baa Baa Black Sheep," "Twinkle, Twinkle Little Star," and "The Alphabet Song" all have the same tune.

Video Madness

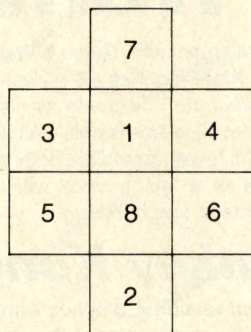
- | | |
|------------------------|------------------|
| 1. (b) Space Invaders | 5. (h) Frogger |
| 2. (f) Pac-Man | 6. (c) Qix |
| 3. (e) Missile Command | 7. (g) Galaga |
| 4. (a) Centipede | 8. (d) Asteroids |

Good Heavens!

The sentence helps students memorize the order of the planets in the solar system—Mercury, Venus, Earth, Mars, asteroids, Jupiter, Saturn, Uranus, Neptune, and Pluto.

Eight Is Enough

Rotations and reflections of this solution are equally valid, of course.



Big Deal

Three. 17 hands of 21 points each equal a total point count of 357. Since face cards (jack, queen, king) each have a value of 10, adding the values of all cards other than aces produces a total of 336. Four aces, each of which can be counted as either 1 or 11, can, in various combinations, total either 4, 14, 24, 34, or 44. Adding 4 or 14 to 336 produces totals less than 357. Adding 34 or 44 to 336 produces totals too much greater than 357 for one card to account for. 336 plus 24 equals 360 and represents the only possible combination of 51 cards that could be involved. Subtracting the known 357 total means the remaining card must be a three.

A Quickie

Quay (pronounced *kee* or *kay*); queue (*kyu*); and quiche (*keesh*). Some less common ones are quaterfoil and quetzal.

Name-Dropping

1. Nipsey Russell; 2. Tab Hunter; 3. Thurgood Marshall; 4. Shari Lewis; 5. Vida Blue; 6. Dore Schary; 7. Cotton Mather; 8. Hayley Mills; 9. Twyla Tharp; 10. Cyd Charisse; 11. Zbigniew Brzezinski; 12. Gower Champion; 13. Coco Chanel; 14. Butterfly McQueen; 15. Strom Thurmond; 16. Keir Dullea; 17. Blythe Danner; 18. Armand Hammer; 19. Fess Parker; 20. Beatrix Potter; 21. Gore Vidal; 22. Ilie Nastase.

A Number of Questions

- Red. If the wheel is honest, the chances of red or black coming up are even, but a run of 19 reds means the wheel may be out of order and tends toward red.
- The tall man on the short, as he will certainly have longer arms.
- Zero: It appears only nine times (the other digits appear 20 times each).
- Exactly one.
- A 10-letter word, say, *everywhere*.

Island Chestnut

If the third native is a Truth-teller, then the second must be a Liar. The second native's statement would then have to be false. In which case, the first native would have said he himself was a Liar, which is not possible, because Liars always lie. Therefore, the first and second natives must be Truth-tellers and the third a Liar.

A Matter of Opinion

These 10 were nominated for both best and worst movies: *American Graffiti* ('73), *Airport* ('70), *A Clockwork Orange* ('71), *Deliverance* ('72), *Fiddler on the Roof* ('71), *Patton* ('70), *The Exorcist* ('73), *Love Story* ('70), *Hello, Dolly!* ('69), *Cleopatra* ('63). And *Patton* won the Oscar for "Best Picture" of 1970.

Animal Crackers

- | | | |
|----------------|--------------|---------------|
| 1. overBEARing | 6. brEWery | 11. parAPet |
| 2. preHENSile | 7. narRative | 12. cLAMBake |
| 3. maHOGany | 8. fEELing | 13. pyRAMid |
| 4. mILLIONth | 9. bOWLing | 14. proBATION |
| 5. miCROWave | 10. monOXide | |

A Box of Boxes

From largest to smallest: red, white (contains one red; is contained by one red), white, red (contains one white), and white.

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★**In the Last Analysis** (November 1982). As an alternate solution to #18, 30 = S. over T., Robert Falk, of Berkeley, CA, offers 30 = Sixty over Two.

★**Picture Palindromes** (October 1982). Neil Steinberg, of Evanston, IL, has proposed an alternate palindromic solution to the TRAPEZE PART illustration (#3). The drawing can also be interpreted as a BAR GRAB (though this solution requires fewer letters than the puzzle called for).

★**Take Five** (September 1982). In addition to the 41 images suggesting the number five, Nicki Glazer, of Woodland Hills, CA, was the first of many readers to mention the five Olympic rings on the medals worn by Eric Heiden.

★**Vegetarian's Delight** (Wild Cards, July/August, page 66). Dr. John R. Tobola, of Jackson, MN, has found two additional correct answers to the digit substitution puzzle. One of them had earlier been found by another reader and appeared in the September *Eureka*; the other is:

CORN	6 4 3 7
POTATO	1 4 5 9 5 4
+ TOMATO	+ 5 4 0 9 5 4
CARROT	6 9 3 3 4 5

★**The Makings of a Square** (Wild Cards, July/August, page 67). To make a square with four identical pieces of the shape shown, Marc L. Cooper, of Brookline, MA, has come up with this creative alternative:



BENSON & HEDGES

Deluxe Ultra Lights

Only 6 mg,
yet rich enough to be called deluxe.



6 mg "tar," 0.6 mg nicotine av. per cigarette, by FTC method.

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

Regular and Menthol.
Open a box today.

BRAVO!

**The hottest games
you can get.**

**Take the critic's
word for it.**

"For those who favor 'Fast Graphics' nothing else is as fun to watch as (Grand Prix™)..."

*Laurie Winer
Video Review*

"Activision's...game library has been hailed by critics as the most diverse and creative in the burgeoning software arena."

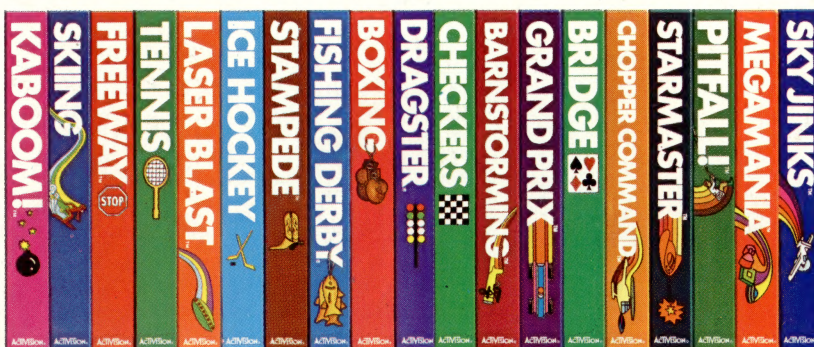
Video Games

"The game's delightfully varied play mechanics, wacky graphics and amusing audio all blend to make MegaMania™ a four star delight."

*Arnie Katz and Bill Kunkel
Electronic Games*

"Pitfall!™...combines all the necessary ingredients for a sure-fire hit."

*Perry Greenberg
Video Games*



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So this Christmas, remember to ask for Activision®. We make the best games you can get for the Atari® Video Computer System™, Sears Tele-Games® Video Arcade™, and Mattel® Intellivision®.